Space Master™

Player Book

8

9

10

11

7

α • Alpha Delphini (+ 250Z)

ε • Alpha Scuti (+ 153Z)   Zeta Scuti (+ 97Z) • η

Beta Delphini (281

θ• Angeli Outstation (+ 203Z)

Dauphine Delphini (+ 251Z) • τ

Beta Apus (-40Z)•

π • Proma Scuti (+

π • Mu Apus (-66Z)

ϕ • Beta Scuti (+ 89Z)

η • Zeta Delphini (+ 175Z)

ε • Gamma Scuti (+ 149Z)

τ • Rho Apus (-39Z)

π • Omicron Apus [-79Z]

α • Hoen (+ 193Z)

π • Psi apus (-85Z)

θ • De Villa Outstation (-122Z)

π • 6606 Delphini (+ 188Z) ε• Teria (-111Z)

ϕ Eta Pavonis (-13Z)•

η • Cera (+ 201Z) τ • Beta Py

λ • Kailis (-91Z)

λ • Alpha Vol

τ • Exta 2 (+ 205Z)

Stele Outstation (+ 10Z)• θ

Omicron Leporis (-47Z) • λ α • 7 Volantis (+ 11Z)

Regulus [+ 27Z] • ε α • 1000 Pyxidis (+ 9

Pollux (+ 17Z) • π ε •

ϕ Miaplacidus (-23Z) •   • Bushe Outstation (-20Z) θ

π • Avior (+ 17Z)

ϕ • Zosma (-25Z)

θ Bowan Outstation (+ 3Z)•   Rig

Betelgeuse

Gienah (-31Z) • ε
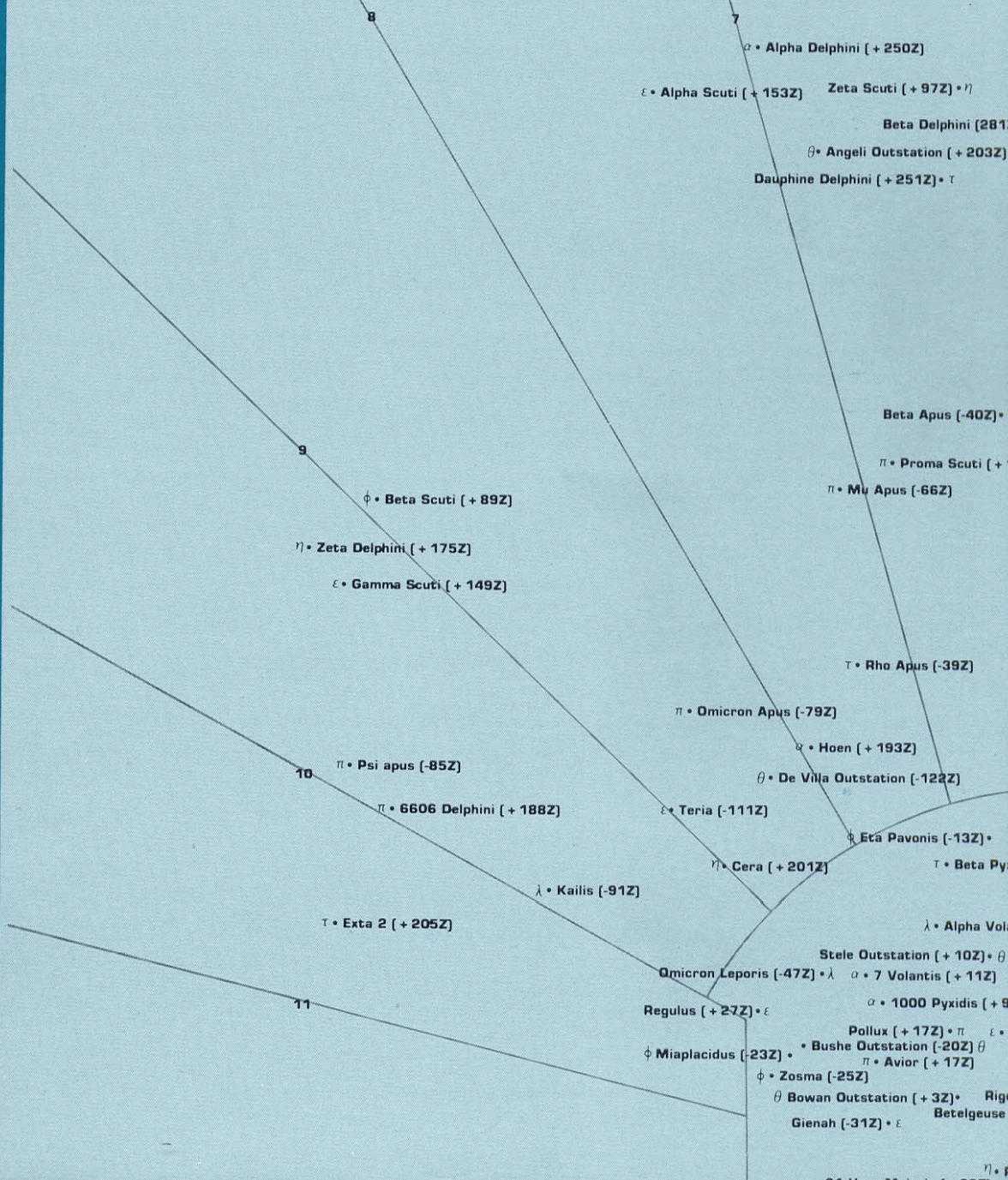
PLAYER BOOK

FORWARD

"We are all in the gutter; but some of us are looking at the stars"

Oscar Wilde
Old Earth
Prelmp c. 9750

Welcome to **Space Master**. Almost three years since the First Edition of ICE's SFRP, you hold in your hand the Second Edition of **Space Master:** *The Role Playing Game*. Revised, expanded (nearly twice the size of the original!) and reformatted, the Second Edition updates the original role playing rules, and integrates material from the popular *Space Master Companion*.

The **Space Master** System is designed to be useable in a variety of SF environments, from a black near future of post-holocaust Earth, to a culture of high-tech exploration, to a distant time where civilization has risen to incredible heights and fallen to superstitious ruin. All such futures are possible in **Space Master**.

It should be stressed that this new **Space Master** is completely compatible with all **Space Master** Modules already produced, and is the first part of a Science Fiction Gaming Trilogy. **Space Master: Star Strike**, a fast-paced game of interplanetary ship combat, allows your character to man the gunner's chair and face enemy starships. **Space Master: Armored Assault**, moves the combat planetside, where Hovertanks, Powered Armor, and Aircraft vie for supremacy. It is *not*, however, completely compatible with the original **Tech Law** and **Future Law**. (Put these in a safe place until they become collector's items. Ha-ha.)

Essentially, the **Space Master** system remains the same, however, and since it is based on the concepts of **Rolemaster**, can easily be integrated with that Fantasy system. Used together they set the stage for coherent science-fantasy campaigns.

THE PLAYER BOOK

This book contains the rules for creating a character, as well as generating a unique and interesting background for him/her/it. Telepathy lists are compiled and organized, and there are expanded rules for personal combat. There are guidelines for every sort of maneuver, whether individual or vehicular. Also included is a Master Index to all three books and a Chart Index.

THE TECH BOOK

An equipment catalog for **Space Master**, the Tech Book includes prices and descriptions for personal equipment, weapons, vehicles and spacecraft — including ten pages of starship plans. There are rules for building your own Androids, weapons and equipment, and for repairing the equipment you've busted up. Also within are the actual attack and critical tables for every weapon in **Space Master**, from clubs to blasters to powerswords to plasma repeater rifles.

THE GM BOOK

A guide for the Gamesmaster, this book has rules for generating everything from a vendor's shop to an entire solar system. There are ideas for alternate SF milieus, adventure scenarios, and encounters.

There is a newly expanded section on the distant future of the sprawling, corrupt Terran Star Empire, with new Major Houses, Organizations, and details of the Imperial Structure. Substantial new information on day-to-day life in the far future will help the GM flesh out a realistic, complex society.

The included starting adventure plunges the players immediately into Imperial intrigue, with a sabotage mission which could topple a Royal House!

THE STAR MAP

A full-color map of the Imperial territories (spreading out over a hundred light-years from Sol in some directions) allows the players to chart their course as they explore the reaches of space.

A NOTE ON GENDER

Purely for our own convenience, we have employed the male gender throughout **Space Master**. This does not imply any chauvinism on our part (quite the contrary), but it is hard to say him/her/it, or he/she (or the new-age "s/he") every time the situation crops up. So, please accept our apologies for this shortcut.

Space Master the Second Edition was compiled from dozens of DOS and CP/M floppy discs, rigorous playtesting and various corrections and supplemental rules scrawled on scraps of paper. It has been reconstituted using a battalion of Macintosh computers (at least one) using Word 3.0 and PageMaker 2.0, manned by an infinite number of Ferrets for an infinite period of time. There will be no errrors...

TABLE OF CONTENTS

1.0

INTRODUCTION

Within the **Player Book** is a complete set of rules and guidelines for generating, maintaining, and detailing the capabilities of characters to be used in a Science Fiction Role Playing (SFRP) game. It is important to note here that *Space Master* is complete within itself as a Science Fiction Role Playing system, although it is fully integrated with the rest of *Rolemaster* to unite Science Fiction with Fantasy. The basic philosophies of combat, Psions (Telepathic 'Spells') and Character development are the same in *Space Master* as in *Rolemaster*.

Space Master is designed to provide both the GM and the player with tremendous flexibility. Characters playing under this system are able to advance in skill areas according to their desire and cost-effectiveness; restrictions are few. The many professions are designed to indicate a mental state and life style which was molded by a player's early life. These classes dictate the ease with which a particular skill is developed, but they do not generally act to prohibit development in any given category. Thus, a player is allowed to enhance his power in certain skill areas which would not be accessible to his profession under other systems. Only the "cost" in time and lost opportunities in "easily developed" skill categories act to bias the selection process.

Space Master's unique approach to experience allows characters to select the Psion lists and skills they wish to improve before embarking on a new level. A player must make choices and plan ahead. Under *Space Master*, wise budgeting of skill development becomes another important aspect of the SFRP game.

Space Master also provides a unique approach to stats. Players familiar with *Rolemaster* will soon recognize the system. Under these guidelines each Stat is quite important, and no one or two stats clearly dominate. Rarely will a character be without flaws. A character must choose his strengths and weaknesses. There are 10 stats used in *Space Master*. They provide detail and flavor and remain relatively simple to work with. By dividing them into two 5 Stat groupings — development stats and primary stats — a GM or player needs to work with fewer characteristics at any given time. The former grouping is used during level advancement; the latter is emphasized during day to day adventure.

1.1

FEATURES OF *SPACE MASTER* CHARACTER GENERATION

Personal Characteristics — As in most SFRP systems, each character's physical and mental capabilities are described by a set of characteristics called "stats." In *Space Master* there are 10 stats, each represented by a number between 1 and 100 (1-100), with 1 being the worst and 100 being the best (certain rare circumstances could result in a Stat above 100). The stats include 4 physical characteristics: *Strength, Constitution, Quickness,* and *Agility.* They also include 4 mental characteristics: *Intuition, Empathy, Memory,* and *Reasoning.* Finally, there are two stats included that represent characteristics partially mental and partially physical: *Presence* and *Self Discipline.* These stats are described in detail in Section 2.0

Each Stat may affect the ability of the character to perform specific actions. How stats affect abilities is discussed in Section 2.4.

Each Stat has two values (1-100). The "ultimate" (called *potential*) value reflects the highest value (genetically) that the character's Stat can obtain. The "temporary" value represents the value of the characteristic's current level. The temporary stats can rise (due to character advancement and other factors) and fall (due to injury, old age, etc.). However, the potentials rarely change. Of course, the temporary Stat for a particular Stat can never be higher than the potential for the same Stat. For example, a character could have a strength of 80 (temporary) and a potential of 92; and the 80 would be his effective strength for combat purposes (circumstances could raise or lower the 80 but never above 92). This feature is described in detail in Section 10.0.

Experience levels — While adventuring, each character will reach stages of development called experience levels (or just "levels"). As each new level is reached, the character will become more powerful and skillful in his chosen areas of expertise. Ideally for realism, the character would develop after each activity or experience. However, this is sometimes difficult to arrange in practice. It necessitates stopping action in the game, performing bookkeeping, calculating how valuable the experience was, and determining what the character learned. Thus, we limit these factors by allowing a character to develop only at discrete intervals called levels (this factor is common to many SFRP systems). Levels are discussed further in Section 5.0.

Skills and skill ranks — As a character advances in levels, he trains in and develops certain abilities called skills. His capability in each skill affects his chances of accomplishing certain actions and activities (e.g., fighting, maneuvering Psion casting, etc.). The key features of skills in this system are:

1) Any character may develop any skill regardless of profession (see Sections 4.0, and 10.0). However, depending upon the specific character's training in early life, certain skills require more or less effort relative to other characters. How much effort is required to develop a skill is dependent upon the profession chosen by the player.

2) Depending upon the values of certain stats (Sections 2.3, and 10.0), each character has a total amount of "effort" to devote to skill development on each level.

3) Each character has complete freedom in how to allocate his "effort" among the various skills he decides to develop. Trait costs will be the same for characters of the same class and will tend to reduce the degree of variation. Yet, this "cost effectiveness" will direct development only along vaguely similar lines.

The *Character Development Chart (pp 8-9)* provides a list of skills and how much "effort" each one takes to develop for each of the professions. These skills are the basic ones required by normal play, and a GM can easily add more if his specific game requires others. Skills are further discussed in detail in Section 3.0.

Professions — each character has a profession ("character class") which reflects what his training and inclinations were in early life. Each profession requires different "efforts" to develop each individual skill. For example, in order to gain a certain expertise in using a blaster, an Armsman might only have to expend 20% of the effort that a Planetologist might have to: this is because an Armsman is trained in physical activities (fighting in particular), while a Planetologist has spent much of his early life studying environmental sciences. However, the effort required for the same Armsman to learn to understand meteorological trends on alien planets might be 20 times that required of a planetologist, and he would never be very effective at it. Section 4.0 discusses the details of professions.

Individualizing characters — It is often desirable to provide each character with certain factors that make him (or her) unique. This system already does this to a certain extent: 22 professions and complete freedom in skill development. We also provide a variety of other suggestions, including: equipment, non-human races, detailed personal backgrounds, special abilities, special items, and hobbies. These suggestions are discussed in Sections 7.0 and 10.6.

Optional rules — The features mentioned above are those of the basic *Space Master* Role Playing system. These basic rules will guide the development and evolution of SFRP characters. However, for a more "realistic" game a group of more complicated rules are included. These optional rules work within the framework of the basic rules to provide more flexibility and detail. The GM should examine these rules and determine which ones are appropriate for the pace, flavor and detail he wishes to inject into his game.

1.2 ◼◼◼◼◼
DEFINITIONS

The majority of unique terms found in *Space Master* are not described below; rather they are usually described when encountered in the text. The terms defined below are frequently used or they are very important for using and understanding *Space Master.*

Action: An action is the activity which a character may perform during a round (10 seconds).

Campaign: An ongoing Science Fiction Role Playing game which takes place as a series of connected adventures, with respect to both time and circumstance.

Chance: Often in *Space Master* an action or activity has a "chance" of succeeding or occurring, and this chance is usually given in the form of #%. This means that if a roll (1-100) is made and the result is less than #, then the action or activity succeeds (or occurs); otherwise it fails.

Critical Strike (Crit): Damage other than just hits which result from an attack.

Defensive bonus (DB): The total subtraction from the combat roll due to the defender's advantages, including bonuses for the defender's quickness, shield, superior armor, and position.

Dice Roll: See Roll.

Fumble: An especially ineffective attack which yields a result that is disadvantageous to the attacker.

GM: The Gamesmaster, judge, referee, dungeonmaster, (even *Gamemaster!*) etc. The person responsible for giving life to a SFRP game by creating the setting, world events and other key ingredients. He interprets situations and rules, controls non-player characters, and resolves conflicts.

Group: A collection of player characters.

Hits (Concussion Hits): Accumulated pain and bleeding, that can lead to shock and unconsciousness. Each character can take a certain number of hits before he passes out (determined by his Body Development).

Level: A Character's level is a measure of his current stage of skill development, and usually is representative of his capabilities and power.

Maneuver: An action performed by a character that requires unusual concentration, or risk (e.g., climbing a rope, balancing on a ledge, picking a lock, etc.). Maneuvers requiring movement are "Moving Maneuvers", and other maneuvers are called "Static Maneuvers". Research is also considered a "maneuver" for the purpose of *Space Master.*

Melee: Hand-to-hand combat (i.e. combat not using projectiles, Psions, or missile weapons).

Non-Player Character (NPC): A being in a Science Fiction Role Playing game whose actions are not controlled by a player, but instead are controlled by the GM.

Offensive Bonus (OB): The total addition to the combat roll due to the attacker's advantages — including bonuses for the attacker's stats, superior weapon, skill, etc.

Orientation Roll: A *roll* representing a character's degree of control following an unusual action or surprise.

Parry: The use of part of a character's offensive capability to affect one opponent's attack.

Player: A participant in a Role Playing game who controls one character: his player character

Player Character (PC): A character whose actions and activities are controlled by a player (as opposed to the GM).

Power Points: A number which indicates how many Psions (Telepathic exertions) a character may intrinsically cast each day (i.e., between periods of rest). Note that most Psions require more than one Power Point.

Profession (Character Class): A character's profession is a reflection of his training and thought patterns; in game terms, it affects how much effort is required to develop skill in various areas of expertise.

Resistance Roll: A dice roll which determines whether or not a character successfully resists the effect of a Psion, poison, disease, or some form of adversity.

Roll: In *Space Master* two different colored 20-sided dice are used to resolve any activity requiring a "Roll"; such dice are available in most hobby and toy stores. Each of these dice has two sets of the numbers 0, 1, 2, 3, 4, 5, 6, 7, 8, and 9. These dice can be used to obtain a variety of results. These results are described after the definitions under "Dice Rolling Conventions".

Round: The time (10 seconds) required to perform one action.

Session: A single sitting of game adventure. A number of sessions form a campaign.

Skill: Training in an area which influences how effectively a character is able to perform a particular action or activity. "Skill Rank" is a measure of the effectiveness of a specific skill.

Psion List: A collection of related Psions which are organized according to level. A character who has "learned" a Psion list is able to cast a Psion from that list if its level is less than or equal to his own experience level.

Stat (Characteristic): One of 10 physical and mental attributes which are considered most important to an adventurer in a SFRP game. Stats dictate how well a character develops his skills, moves, fights, takes damage, absorbs information, etc.

Static Action (Static Maneuver): An action performed by a character which requires unusual concentration, or thought under pressure, and does not involve pronounced physical movement.

DICE ROLLING CONVENTIONS

As mentioned under the "Roll" definition, each die used in *Space Master* is a 20-sided dice which gives a result between 0 and 9. If two of these dice are used, a variety of results can be obtained

1-100 Roll — Most rolls in *Space Master* are "1-100" rolls (also called "D100" rolls). When both dice are rolled together and one die is treated as the "ten's" die and the other as the "one's" die, a random result between 01 and 00 is achieved ("00" is used as 100, not 0).

Open-ended Roll — Most "1-100" rolls are "open-ended". Most of the time open-ended rolls yield a result between 01 and 100, but sometimes they yield results that are less than 01 or greater than 100. If a roll is open-ended:

A 1-100 roll over 95 calls for a second 1-100 roll to be made and added to the first.

A 1-100 roll under 6 calls for a second 1-100 roll to be made and subtracted from the first.

1-10 Roll — In instances when a result (roll) between 1 and 10 is required, only one die is rolled. this gives a result between 0 and 9, but the 0 is treated as a 10. Such a roll is referred to as "1-10" or "D10".

1-5 Roll — Roll one die, divide by 2 and round up ("D5").

Other rolls — Any other rolls are variants of the above.

1.3

HOW TO USE *SPACE MASTER*

In a Science Fiction Role Playing (SFRP) game, each participant except for the GM is a "player" and assumes the persona of one of the individual characters; these characters are the player characters (PCs). All other characters are controlled by the GM and are called nonplayer characters (NPCs). There are a variety of factors that control what each character is capable of in a Fantasy Role Playing environment (e.g., mental attributes, physical attributes, background, physical appearance, skills, bonuses, etc.). These factors are discussed and described in Sections 2.0-9.0.

The GM should first skim the rules to get an overall view of the system, then read all the rules thoroughly. If a section is not understood immediately, the GM should mark it and return to it after reading all the rules. Examples are included to aid in absorbing the various rules concepts. The GM need not memorize or fully analyze the significance of all of the rules at first; they are organized in such a fashion that many situations can be handled by referring to specific rules sections when they first arise. The GM should also read the optional rules to determine if he wishes to use any of them in his game.

The players should first skim Sections 1.0 through 9.0 and read any optional rules that the GM has decided to use. Then they should each generate a character by following the procedure and examples outlined in detail in Section 10.0, referring to parts of the earlier sections for explanations of the various aspects of a character.

2.0

MENTAL AND PHYSICAL CHARACTERISTICS (STATS)

The base mental and physical attributes of a character are represented by 10 statistics called stats: 5 "primary" stats and 5 "development" stats. Each character has two numerical values on a scale of 1 to 100 for each of his stats (see Section 2.1). The value of a Stat indicates how it rates relative to the same Stat of other characters. The lower the value of a Stat, the weaker it is relative to the same Stat of other characters. Relatively high stats give bonuses (see page 45) which apply to attempts to accomplish certain activities and actions.

An individual's stats represent his prowess in various areas in comparison to the average man. Joe Average the urban planet-dweller might have stats which are all 50's. Adventurers, however, are likely to be superior to the general population. Adventurers are presumed to start with no Stat below 20, although the rigors they face may reduce their stats below this level. This is to reflect the fact that weak characters are unlikely to leave the safety of their homes and go out in the galaxy to seek their fortunes. (See Section 10.0, *Creating the Character.*)

2.1

TEMPORARY AND POTENTIAL STATS

Each Stat has two values (1-100): a potential value and a temporary value. The potential value reflects the highest value (genetically) that the character's Stat can obtain. The temporary value represents the stat's current value. Thus each character has a set of "temporary" stats and a set of "potentials". During play, the temporary stats can rise due to character advancement and other factors and fall due to injury, old age, etc. However, potentials rarely change. Of course, the temporary value for a given Stat may never be higher than its potential. Note that a character's stats do not always increase beyond their starting level: two months of adventuring does not necessarily accomplish what 18 years of youthful exuberance failed to do.

2.2

DEVELOPMENT STATS

Some stats aid in character development. Constitution, Agility, Reasoning, Memory and Self Discipline are relevant in determining how many skills a character can learn. An average individual has 25 development points. The exact amount that each of these stats contributes to the total amount of development points is given on the *Stat Bonus Chart,* pg.45. This total may be adjusted up or down by high or low Development Stats. Note that the 5 stats above will often be referred to as Development Stats. In game terms, other characteristics do not aid in the acquisition of skills in any way.

Constitution (Co) — The general health and well-being of the character, his resistance to disease and his ability to absorb more damage, are all reflected in his Constitution.

Agility (Ag) — Manual Dexterity and litheness are the prime components of this characteristic.

Self Discipline (SD) — The control of your mind over your body, the ability to push yourself harder in pursuit of some goal, or to draw upon the inner reserves of strength inherent in any individual.

Memory (Me) — The ability to retain what you have previously encountered and learned. Note, in many instances it may be necessary for the character to rely on the player's memory, since that tends to be used whenever it is advantageous anyway. Memory provides a good basis for determining how much is retained of the pre-adult period that GM doesn't have time to devise and describe in great detail to each player.

Reasoning(Re) — Close to intelligence, the ability to absorb, comprehend and categorize data for future use. It also reflects the ability to take available information and draw logical conclusions.

2.3
PRIMARY STATS

The following characteristics have a vast influence on direct play, but do not aid in character development.

Strength (St) — Not brute musculature, but the ability to use your existing muscles to their greatest advantage; thus racial and sexual adjustments should be kept to a minimum (if used at all).

Quickness (Qu) — Essentially a measure of reflexes and conscious reaction time, this Stat is often lumped with several other as dexterity.

Presence (Pr) — Control of one's own mind, Courage, Bearing, Self Esteem, Charisma, Outward Appearance and the ability to use these to affect and control others are the principal elements of a character's presence.

Intuition (In) — A combination of luck, genius, insight, and the favor of the gods in embodied in this Stat.

Empathy (Em) — The relationship of the character to the all-pervading force that is common to all things natural and is the basis of most things supernatural.

2.4
STAT BONUSES

Certain bonuses and penalties may apply to a character's skills and activities if his stats are high enough or low enough. These Stat bonuses are given in the *Stat Bonus Chart*, pg.45. Often a combination of stats is indicated: to attain the correct bonus, average the actual *stats* involved. The averaged Stat is then cross-referenced

on the Stat Bonus Table to ascertain the appropriate bonus. Some unusual uses for Stat bonuses are given below:

GENERAL MOVING MANEUVERS

If there is no skill which is specifically applicable to a given moving maneuver, then the character's Agility bonus should be used to modify that maneuver roll.

TOTAL HIT POINTS (HITS)

The hit point total used during play is the base hit point total (see Section 3.44) **plus** the base hit point total multiplied by the Constitution Stat bonus divided by 100 (i.e., the Con Stat bonus is used as a percentage figure).

SUMMARY FOR DETERMINING THE TOTAL HIT POINTS:

1) Start with a base hit point total equal to Constitution/10.
2) Each time the Body development skill rank is increased by one, add a "roll" appropriate to character's race (e.g., D8, D10, D12).
3) The actual hit point total = BHPT + (BHPT x Con Bonus / 100).

Example: Sky Cloudd has a Constitution of 90 and a base hit point total of 14. His Constitution bonus (from the Stat Bonus Chart, pg 45) is + 10 or + 10% of 14, which is 1.4. We round to 1, and so young Sky can take 15 (14 + 1) total hit points, although his base hit points remains 14. Sky goes up an experience level and rolls 2 more eight-sided dice (D8) for hits and gets 2 + 8 additional hit points. He adds these to his base hit points (14) for new base hit points of 24, before modifying again for Constitution. He can now take 24 + 10% of 24 = 24 + 2 = 26 total hit points. Note that is is necessary to keep track of both the total and base number to date, to calculate hit points anew whenever a change results. Note also that a change in Constitution may change the hit point total of the character by changing or eliminating the bonus (or even prompting a penalty!).

DEFENSIVE BONUS (DB)

A character benefits defensively from his quickness. Regardless of wether or not a character has any self-defensive skills, he may add his Qu bonus to his defensive bonus provided his not completely static (e.g. sleeping, knocked out, stunned and unable to parry, etc.). Note the 4th column on the *Armor Chart*, pg.62. These points are subtracted from the Qu bonus if the character is wearing the appropriate type of armor (and thus the quickness points are not subtracted from incoming attacks). This column cannot reduce a quickness bonus below 0.

Example: Our example, Sky, (Quickness 98, yielding a bonus of +20) is unarmored. His armor type (AT) is 1 with a DB 20: 1(20). Attacks against him are resolved on the 1 column after subtracting 20. He puts on a pliable breastplate and greaves which has a Quickness penalty of 5. These 5 are subtracted from his 20 Quickness bonus, leaving 15 to be subtracted from incoming attacks. Those attacks are now resolved on the AT 10 column with a DB of 15: 10(15).

RESISTANCE ROLLS (RR)

Resistance Rolls against spells and poison or disease are affected by various Stat bonuses depending on the type of attack.

RRs versus poisons, drugs and diseases are subject to the Stat bonus for Con-stitution. Resistance Rolls are resolved by assigning a level (potency for the poison) and resolving the RR.

Example: For instance, Virtulis (a drug) is a level (potency adjustment) 15 drug which — if not resisted — causes the victim to truthfully answer all questions put to him. Sky has been captured by unpleasant entities who administer the drug to him. Assume Sky has a 90 Constitution and has a +10 bonus for that Stat; he is now 6th level. Sky must roll on the Resistance Roll Chart , pg.95. If his roll exceeded 62 on a D100 he would resist the poison, for he needs a 72+ on the table and his bonus is +10. Should he roll, say, a 51, the drug would take effect... 51 + 10 = 61 and does not exceed 72. Good luck, Sky.

SKILLS AND SKILL RANKS

As a character advances in levels he develops and trains in certain abilities called skills. His capability in each skill affects his chances of accomplishing certain actions and activities (e.g., fighting, maneuvering, repairs, etc.). As he develops and improves a skill his "skill rank" with that skill will increase, indicating a corresponding increase in abilities and bonuses with that skill.

The skills fall into 11 different areas: Maneuvering in Armor, Weapon Skills, General Skills, Special Skills, Combat Skills, Astronautic Skills, Technic Skills, Scientific Skills, Engineering Skills, Telepathic Skills, and Secondary Skills. The skills in each of these areas are described in Sections 3.4 — 3.5.

3.1
SKILL RANK BONUSES

Most skills have a skill rank bonus, which is generally included as part of a total skill bonus. Different skills use this bonus in different ways as described in the skill descriptions and Section 3.3. In general, skill ranks modify a character's chance of succeeding in certain actions.

The standard skill rank bonus is given in the *Skill Rank Bonus Chart,* pg.38. Basically the table follows a standard progression. The bonus is -25 if the rank is 0 and +5 if the rank is 1. The bonus increases by 5 for each of ranks 2 to 10, 2 for each of ranks 11-20, 1 for each of ranks 21-30, and 1/2 for each rank above 30. Certain skills do not use this normal skill rank bonus, as specified in the skill descriptions.

3.2
SKILL RANK DEVELOPMENT

Skills are presumed to derive from study and experience. Under the *Space Master* character development guidelines, at each level of development each character has a certain number of development points which he may expend as he wishes to begin learning or improving skills. It is assumed that he continues the process of learning throughout his adventures and he therefore receives those skills and the benefits derived from them when he reaches the next level of experience.

Development Points — Development points are derived from one's characteristics. Each character has 5 Development Stats (Constitution, Agility, Self Discipline, Reasoning, and Memory) which affect his ability to learn things. (A higher Constitution lets you endure more rigorous training or study longer hours, etc...) Each of these stats (temporary values, not potentials) gives the character a number of development points (see The *Stat Bonus Chart,* pg.45) which are totaled and may be expended in acquiring skills.

Development points are received at each character level. Each time he advances level of development, a character receives a number of development points (determined by his stats as outlined above). These points must be expended immediately to begin the acquisition or improvement of skills. A character may not accumulate development points from level to level, nor may they be transferred from one character to another. (The expenditure of development points represents the effort that the character is putting into attaining that skill, the amount of time spent on it, etc.) Further they must be allocated immediately upon their acquisition — it is a basic premise of the system that the character spends his entire next level of development practicing and studying to attain these skills. He does not obtain these skills or skill improvement until the next level.

Skill Development Cost — The cost of a skill is determined by preadolescent training. The best reflection of this is profession: an Armsman is taught in his youth some of the basic principles behind weapons, either through a formal apprenticeship or through watching combats with the keen interest of one who wants to follow that profession. Similarly Telepaths begin at an early to attune their minds to to the acquisition of their chosen realm of Power. His early training is reflected in the *Character Development Chart* pg.8-9, where the costs of acquiring various skills are listed.

It is a basic premise of *Space Master* that these early years in which learning patterns are formed, prejudices established, and attitudes molded are more important than a few years of study and adventuring; thus a character's skill rank in an area never affects the cost of improving that skill. An Engineer who has become a near expert with a Plasma Repeater Rifle is still an Engineer, with an Engineer's thought patterns and study methods, and must pay more to increase his skill with a Repeater Rifle than a beginning Armsman.

Certain environments of youth may lead to differences from the standard training received by each profession (character class). This will make some skills easier to acquire while at the same time necessarily making the mind less attuned to other skills.

Normal Skill Development — Generally a character expends the points called for on the character development chart and improves his skill in that area one rank. A character is born with rank 0 ability in all skills (getting to skill rank one may be termed either "acquiring" or improving it) and is generally allowed to develop at any skill he wishes at a rate of one skill rank during each experience level at the the cost (in development points) given for his chosen profession and after having studied it while attaining another experience level. A character may generally not, at any cost, develop a skill at a rate faster than one skill rank per character level (however, see below).

Rapid Skill Development — Preadolescent training may allow some skills to be developed at a faster rate than normal, Armsmen and weapons being a good example of such an area. If this is the case, slash "/" will appear in the cost space of the character development chart. If a skill is to be raised on rank during an experience level, the cost before the slash is paid in development points. If a skill is to be raised two ranks, the cost before the slash is paid fo the first and the cost after the slash is paid for the second. Both skill ranks are received at the same time — when the character attains the next experience level. Some skills have three numbers separated by slashes. One may pick three skill ranks in one level in this case.

Example: A Pilot with Skill Rank 2 in Orbital Piloting wants to increase it to Skill Rank 4. The cost listed is 1/2, indicating he expends 1 development point to progress to Skill Rank 3 and 2 more (total 3) for skill Rank 4. He still pilots in orbital situations at at Skill Rank 2, but upon attaining the next experience level, he will have a Skill Rank 4 Orbital Piloting ability.

If the slash is followed by an * instead of a number, that area may be developed as much as desired during any experience level and each rank of development has the same cost (the cost before the slash). These skills are often of a different nature than those that must be acquired at a slower rate. See the descriptions of individual skills for further description.

7

CHARACTER DEVELOPMENT CHART

	Armsman	Pilot	Explorer	Systems Tech	Electrical Tech	Arms Tech	Researcher	Physician	Engineer	Criminologist	Medic	Planetologist	Administrator	Entertainer	Theologist	True Telepath	Semi-Telepath
Maneuvering in Armor																	
Light Body Armor (AT5-8) (Ag/St)	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*
Armored Body Suit (AT9-16) (Ag/St)	1/*	1/*	1/*	2/*	2/*	2/*	3/*	3/*	2/*	2/*	2/*	2/*	3/*	2/*	3/*	2/*	2/*
Arm. Exoskeleton (AT17-20) (Ag/St)	2/*	2/*	2/*	3/*	3/*	3/*	3	3	3	3	3	3	3/*	3/*	3/*	3/*	3/*
Powered Armor (Ag/St)	2/*	4	4/*	4/*	4/*	4/*	11	11	4	11	11	11	11	7	11	11	11
Weapon Skills																	
Category #1 ** (Varies ¥)	1/5	2/5	2/5	2/7	2/7	2/7	2/7	3/9	2/7	2/4	2/7	2/5	2/6	2/5	2/7†	2/5	2/5
Category #2 ** (Varies ¥)	2/4	2/7	2/5	2/7	3/9	3/9	6	6	2/7	2/5	3/9	2/7	2/7	2/5	6	3/9	3/9
Category #3 ** (Varies ¥)	2/7	3/9	3/9	4	5	5	7	7	4	2/7	5	3/9	7	3/8	6	4	4
Category #4 ** (Varies ¥)	2/7	4	3/9	4	5	5	9	7	4	2/7	8	4	9	9	7	7	4
Category #5 ** (Varies ¥)	2/7	4	3/9	4	5	5	9	7	6	5	8	4	9	9	9	8	6
Category #6 ** (Varies ¥)	5	4	5	6	7	7	9	15	8	5	15	15	20	20	20	15	8
Other Categories ** (Varies ¥)	10	12	12	12	15	15	15	15	15	12	20	15	20	20	20	20	15
Targeting ** (—)	Must be developed separately for each weapon at the Normal Weapon Skill cost for that weapon.																
General Skills																	
Climbing (Ag)	3/7	3	3/7	3/7	3/7	3/7	5	5	5	3/7	3/7	3/7	5	3/7	5	3	3
Swimming (Ag)	2/6	3	2/5	2/6	2/6	2/6	3	3	3	2/6	2/6	2/6	3	2/6	3	3	3
Riding ** (Em/Ag)	2/6	3	2/5	2/6	2/6	2/6	3	3	3	2/6	2/6	2/6	3	2/5	2/6	2	2
Disarm Traps (In/Ag)	4/8	4	2/5	2/5	4/8	4/8	7	7	4/8	2/5	5	2/5	4/8	7	7	5	4
Pick Locks (In/Re/Ag)	4/8	4	3/6	2/5	4/8	4/8	7	7	4	1/4	5	4	3/6	6	7	5	4
Stalking & Hiding (Ag/SD&SD)	2/5	3	1/4	3/6	3/6	3/6	6	6	5	1/4	5	3/6	3/6	2/5	6	3	3
Perception (In/In/Re)	2/5	2/4	1/4	2/5	2/5	2/5	3	3	3	1/3	2/5	1/4	1/4	2/5	2/5	2	2
Driving ** (Ag/Qu)	1/6	1/3	1/6	1/5	1/6	1/6	1/6	1/6	1/6	1/6	1/6	1/6	1/6	1/6	1/6	1	1/6
Atmospheric Pilot ** (Ag/Qu)	3/6	1/5	3/6	4/9	4/9	4/9	4/9	4/9	4/9	4/9	4/9	4/9	4/9	4/9	4/9	5	4
Marine Pilot ** (Ag/Qu)	3/7	1/4	2/5	2/5	3/7	3/7	3/7	3/7	3/7	3/7	3/7	2/5	3/7	3/7	3/7	3	3
Special Skills																	
Adrenal Defense (—)	20	20	20	20	20	20	20	20	20	20	20	20	20	15	20†	7	15
Adrenal Moves ** (Pr/SD)	5	5	5	6	6	6	6	6	6	5	6	5	6	5	6	5	5
Martial Arts ** (Varies ¥)	1/5	3/7	3/7	3/7	3/7	3/7	3/8	3/8	3/8	2/7	3/7	2/7	3/8	2/7	3/8†	2/7	3/7
Ambush (—)	3/8	3	2/5	5	5	5	9	9	9	2/5	5	3	9	3/9	9	3	3
Sniping (—)	1/5	3/8	2/5	5	5	5	9	9	9	2/5	5	3	9	3/9	9	3	3
Linguistics (—)	3/*	2/*	3/*	3/*	3/*	3/*	1/*	1/*	1/*	2/*	2/*	1/*	1/*	1/*	1/*	2/*	2/*
Body Development (Co)	2/5	2/7	2/7	3/8	3/9	3/9	6	3	3	3/8	3/9	3/8	6	2/6	6†	5	5
Forgery (Ag/Re)	5	5	5	5	5	5	5	5	4	2/5	5	5	2/5	5	5	5	5
Counterfeiting (Ag/Re)	5	5	5	3	5	5	5	5	5	2/5	5	5	4	5	5	5	5
Survival ** (Co/Re)	1/3	1/3	1/2/2	1/4	1/4	1/4	2/4	1/4	1/4	1/4	1/4	1/3	2/4	1/4	2/4	1/4	1/4
Scanner Analysis ** (In/Re)	1/3	1/3	1/2	1/3	1/3	1/3	2/5	1/3	1/3	1/2	1/2	1/2	2/4	2/5	2/5	3	2
First Aid (Em/Me)	1/3	1/3	1/3	1/4	1/3	1/4	2/4	1/2	1/4	1/4	1/2/2	1/4	2/4	2/4	1/4†	1/4	1/4
Communications (In/Re)	2/4	1/2	2/4	4	2/4	4	8	8	5	2/5	4	2/5	2/5	8	8	7	6
Combat Skills																	
Combat Pilot (In/Ag)	2/4	1/2	2/4	4	4	4	10	10	4	8	8	8	10	8	10	10	10
AFV Driver (In/Ag)	1/3	1/2	3	1	3	3	10	10	4	4	4	4	7	10	10	10	10
Alien Environments (Ag/SD)	1/2	1/2	1/2	2	2	2	4	4	4	4	4	1/3	4	4	4	4	4
Missiles (In/Re)	2	2	2	2	2	1	10	10	4	8	8	8	10	10	10	10	10
Projectile Gunnery (In/Ag)	2	2	3	3	3	1	10	10	4	8	8	8	10	10	10	10	10
Hvy. Energy Projectors (In/Ag)	2	2	3	3	3	1	10	10	4	8	8	8	10	10	10	10	10
Mount. Wp. Ambush (In/SD)	2/5	3/7	3/8	5	5	2/5	9	9	9	3	5	3	9	9	9	10	10
Electronic Warfare (EW) (In/Re)	2/4	1/2	2/4	4	2/4	4	8	8	5	2/5	4	2/5	2/5	8	8	7	6
Astronautic Skills																	
Orbital Pilot (Ag/Qu)	3	1/2	1	3	4	3	5	5	3	5	5	5	5	5	5	5	5
N-Space Pilot (Ag/Me)	3	1/2	1	3	4	3	5	5	3	5	5	5	5	5	5	5	5
Hyperspace Pilot (In/Re)	4	1/2	1	3	4	4	5	5	4	5	5	5	6	6	5	5	5
N-Space Astro. (Re/Re/In)	4	1/2	1	4	4	5	5	5	4	5	5	5	6	7	5	5	5
Hyperspace Astro. (Re/In/In)	4	1/2	1	5	5	4	5	5	5	6	6	6	6	7	5	6	5
Sensor Analysis (In/Re)	3	1/2	1/2	4	4	4	3	3	3	4	4	1/2	4	5	5	6	5

CHARACTER DEVELOPMENT CHART

		Armsman	Pilot	Explorer	Systems Tech	Electrical Tech	Arms Tech	Researcher	Physician	Engineer	Criminologist	Medic	Planetologist	Administrator	Entertainer	Theologist	True Telepath	Semi-Telepath
Technics Skills																		
Mechanical Technics	(Ag/Me)	3	2	3	1/2/2	1/3	1/3	2	4	1/2	1/3	2	2	4	5	5	4	3
Weapon Technics	(Ag/Me)	2	2	3	1/2	1/3	1/2/2	2	4	1/2	1/2	2	2	5	5	5	3	3
Electronics Technics	(Re/Me)	3	1	3	1/2	1/2/2	1/2	2	4	1/2	1/3	2	2	4	5	5	3	3
Computer Technics	(Re/Me)	3	2	3	1/2	1/2/2	1/3	2	4	1/2	2/4	2	2	4	5	5	3	3
Power System Technics	(Ag/Me)	4	2	3	1/2	1/3	1/2	2	5	1/2	2/4	4	2	5	6	6	4	4
Crime Technics	(Ag/In)	4	4	3	2	2	2	2	6	1/2	1/2/2	4	4	2/4	2/5	6	4	4
Medical Technics	(Em/Me)	4	4	3	2	2	2	2	1/2/2	4	2	1/2/2	2	5	5	5	4	4
Cybernetic Technics	(Ag/Me)	3	3	2	1/2	1/2	1/2	2	1/2	1/2	2	1/2	3	5	6	6	4	4
Genetic Technics	(In/Me)	5	5	5	5	5	5	2	1/2/2	1/2	5	2/4	5	6	6	5	10	10
Scientific Skills																		
General Physics	(Me/Re)	1	1	1/2	1/*	1/*	1/2	1/*	1/2	1/*	1	1/2	1/2	1	2	1	1	1
Advanced Math	(Me/Re)	1	1	1/2	1/*	1/*	1/2	1/*	1/2	1/*	1	1/2	1/2	1/*	2	2	1	1
Chemistry	(In/Re)	2	2	2	2	2	2	1/2	1/2	1/2	2	1	1/2	2	3	3	2	2
Planetology	(In/Re)	2	2/4	1/4	2	2	2	1/2	2	1/2	2	2	1/2/2	2/4	3	2	2	2
Astronomy	(In/Re)	2	2/*	1	2	2	2	1/2	2	2	2	2	1/2	1/2	2	1/2	2	2
Metallurgy	(In/Re)	3	3	2	3	3	3	1/2	3	2	3	3	1/2	3	4	4	3	3
Tachyon Physics	(In/Re)	3	3	3	3	3	3	1/2	3	2	3	3	2	3	4	3	4	4
Medical Practice	(Ag/Em)	8	8	8	8	8	8	6	1/2	8	8	6	7	8	8	7†	8	8
Genetics	(In/Re)	5	5	5	4	4	4	1/2	1/2	3	4	2	5	4	5	1/4	10	8
Cybernetics	(In/Re)	6	5	5	3	2	4	1/2	1/2	1/2	3	2	4	6	7	7	10	8
General Biochemistry	(Em/Re)	2	2	1	2	2	2	1/2	1/2	2	2	1	2	2	2	1/2	2	2
Psychology [Xeno] **	(In/Em)	3	3	2	3	3	3	1/2	2	2	2	2	1	1/3	3/*	1/2	3	2
Medical Diag. [Xeno] **	(In/Em)	8	8	8	8	8	8	5	1/2	8	8	5	4	8	8	7†	10	8
Botany [Xeno] **	(Em/Re)	2	2	1	2	2	2	1/2	1/2	2	2	1	1	2	2	1/2	2	2
Zoology [Xeno] **	(Em/Re)	2	2	1	2	2	2	1/2	1/2	2	2	1	1	2	2	1/2	2	2
History [Xeno] **	(Re/Me)	3	3	2	3	3	3	1/2	2	2	2	2	1	1/2	2	1/2	3	2
Anthropology [Xeno] **	(In/Em)	3	3	2	3	3	3	1/2	2	2	2	2	1	1/3	1/2	1/3	3	2
Engineering Skills																		
Mechanical Engineering	(In/Re)	5	5	5	1	5	5	1	5	1/2	5	6	6	6	7	7	6	5
Weapon Design	(In/Re)	4	5	5	3	5	2	1	5	1/2	5	6	6	6	7	7	6	5
Electronics	(In/Re)	5	5	5	5	2	5	1	5	1/2	4	6	6	5	6	6	6	5
Computers	(In/Re)	6	6	6	6	2	6	1	6	1/2	5	6	6	5	6	6	7	6
Power System Theory	(In/Re)	7	6	7	4	6	3	1	7	1/2	6	7	7	7	8	8	10	7
Psion Lists																		
Base Psion Field	(Varies ¥)	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	1/*	2/*
Second Psion Field	(Varies ¥)	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	2/*	5/*
Third Psion Field	(Varies ¥)	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	3/*	—
Fourth Psion Field	(Varies ¥)	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	4/*	—

Notes:

Stunned Maneuvers use SD for an additional stat modifier.

** — Each of these skill areas include several skills that must be developed independently of one another.

† — If the weapon or training is sanctioned, cost is 1/5 (medical costs are 3/5).

¥ — The stats for these skills are:

Ag/St .... for Projectile Firearms,	Ag/Ag/St .... for Sweeps & Throws Martial Arts,
Ag .... for Energy Firearms,	SD .... for True Telepaths,
Ag/St/St .... for Melee Weapons,	In .... for Semi Telepaths (Base Field of Visions)
Ag/St .... for Thrown Weapons,	Em .... for Semi Telepaths (Base Field of Alterations)
Ag/Ag/St .... for Bow Weapons,	Pr .... for Semi Telepaths (Base Field of Control)
Ag/St/St ..... for Striking Martial Arts,	SD .... for Semi Telepaths (Base Field of Self-Mastery)

3.3
RESOLVING ACTIONS AFFECTED BY SKILLS

Each skill is classified as being applicable to a moving maneuver (MM), a static maneuver (SM), a Vehicular Maneuver (VM), an attack (using an offensive bonus: OB), or a special purpose(SP). This section describes how these types of bonuses are used to resolve actions.

Maneuvers — Maneuvers are actions (other than attacks and Psion casting) which under normal circumstances have a chance of failing and usually entail an element of risk. Thus normal movement and activities (e.g., walking, climbing stairs, drawing a weapon, etc.) are not maneuvers, while unusual activities (swimming, climbing a rope, running up or down stairs, driving a vehicle, piloting a ship) and activities performed under stress (running, dodging, stalking, hiding, etc.) are maneuvers and require rolls. the GM is the final judge as to what is a maneuver and requires a roll, and what is normal activity and doesn't require a roll. Maneuvers are further classified as being Moving Maneuvers, Vehicular Maneuvers or Static Maneuvers. Each class of maneuvers is resolved differently.

Moving Maneuver Bonuses (MM) — Moving Maneuvers include climbing, swimming, riding, stalking, and any complex or unusual movement (acrobatics, dodging, tumbling, diving, etc.). If a character decides to make a Moving Maneuver as his action for a turn, the GM should assign it a difficulty: routine, easy, light, medium, hard, very hard, extremely hard, sheer folly, or absurd. The maneuver must still be within the physical capabilities of the character, and is limited to covering a distance no more than half of the character's normal (not running)

movement. The GM may also assign an additional modification to the maneuver roll (e.g., an unassisted running leap across a 40' chasm for a human might be given a difficulty of "Absurd -70" since the Galactic record is only around 30'). Assigning difficulty requires a familiarity with the *Personal Maneuver Chart (18.4)* and a subjective decision by the GM (practice and experience will help).

After the difficulty is assigned, the character may then decide not to attempt the maneuver (i.e., he reconsiders and decides not to do it). In this case, he cancels his action and may perform some other limited action as described below (under "Canceling Action").

If the character decides to proceed with the maneuver, he makes an open-ended roll and adds his appropriate bonus along with any other applicable modifications. The resulting total is cross-indexed with the difficulty on the *Personal Maneuver Chart (18.4)* to obtain the maneuver result.

To summarize:

1) The character states the nature of his maneuver.
2) The GM assigns a difficulty and any special modifications to the maneuver.
3) The character decides whether or not to perform the maneuver.
4) If he decides to perform the maneuver, an open-ended roll is made.
5) All applicable modifications are made to the roll.
6) The total is applied to the *Personal Maneuver Chart (18.4)*.

Vehicular Maneuvers (VM) — Vehicular maneuvers include driving, spaceship piloting (both normally and while in combat, and each type requires a different skill) as well as piloting any air or water craft.

Static Maneuvers (SM) — Static Maneuvers include tracking, hiding, picking locks, astrogation, repairs, perception, influencing other characters, and any other complex or unusual activity not involving significant movement. If a character chooses a Static Maneuver as his action for a round, the GM must assign any applicable modifications from the *Static Action Chart (18.3)* and then the character must decide whether or not to actually perform the maneuver (see below for the effects of "Canceling an Action"). The GM may require more than one round for maneuvers which he decides are very difficult or complex. He may also allow a character to decrease the difficulty of appropriate maneuvers by using multiple rounds.

If the character decides to proceed with the maneuver, he makes an open-ended roll and adds his appropriate bonus along with any other applicable modifications. If the modified roll is greater than 100, the action is successful. If not, the action fails.

To summarize:

1) The character states the nature of his maneuver.
2) The GM assigns a difficulty to the maneuver.
3) The character decides whether or not perform the maneuver.
4) If he decides to perform the maneuver, an open-ended roll is made.
5) All applicable modifications are made to the roll.
6) Success: if the modified roll is over 100; Failure: otherwise.

Offensive Bonuses (OB) — Offensive bonuses are added to certain attack rolls.

Special Purpose Bonuses (SP) — Skills which are not applicable to moving maneuvers, vehicular maneuvers, static maneuvers or attacks are classified as "Special Purpose" skills. The effects of bonuses varies for each of these skills.

Canceling Action — During a round an action may be canceled before it would otherwise be resolved. A character who has canceled his action may perform one of the following alternative actions: melee with half his normal Offensive Bonus OR move half his normal (not running) movement OR make a maneuver modified by -30. The alternative action chosen **must** be performed when the other actions of that type are normally resolved.

Note: Use Self Discipline stat bonus for stunned maneuvers.

3.4 ■■■■■■■
SKILLS AND SKILL DESCRIPTIONS

"What do you mean you don't have any piloting skill? You've been flying the ship for weeks!"

3.41 MANEUVERING IN ARMOR SKILLS

This is one of the areas that does not conform to the general skill bonus pattern. Each Armor Type (AT) has a maneuver penalty associated with it for untrained individuals (See *Armor Chart*, pg.62). This penalty modifies Moving Maneuver rolls. Note that any type of heavy, restricting covering will constitute an Armor Type other than AT 1, which implies no encumbrance.

Each skill rank of maneuvering in a group of armor types reduces the penalty for maneuver by 5 (even for skill ranks over 10) until the minimum maneuver penalty is reached. (This limit represents the fact that the weight and constriction of the armor will always hinder the character to some extent.)

The basic armor groups are explained below.

Light Body Armor: Usually made up of lightweight alloysor balistic cloths such as Kevlar or ablative synthetics. These coverings provide limited torso protection.

Armored Body Suit: Heavier than a standard vacuum suit, this armor incorporates layers of Kevlar material and light alloy reinforcement which is then covered with either pliable armor plates or a light mesh. Armored body suits usually include a helmet so that the wearer can be sealed from the environment.

Armored Exoskeleton: True armor, the exoskeletons offer full-body coverage, the amount of rigid plating varying with subtype. Like the bodysuits, this armor can be sealed and is equipped with environmental controls.

Power Armor: The ultimate space armor, this group embraces full-body reinforced, rigid armor, maneuverable only with the help of servo-mechanisms, and even then great skill is required to operate it. Some types are capable of atmospheric and even interplanetary travel, in addition to being frequently equipped with a variety of weapons. Powered Armor is closer to an armored vehicle than personal protection, and will be covered thoroughly in the upcoming game *Space Master: Armored Assault.* It is mentioned here mainly for completeness.

Notes on the Advantages of Armor Types: Armor types are designed to reflect the protective capability of one's covering. Heavier covering (e.g., AT 20) is usually much more cumbersome than light armor or mere clothing. It is easier to make contact with (i.e., hit) but resists penetration better than lower armor types. Therefore, fewer and lower severity critical strikes will be achieved against higher armor types; frequent but low hit results will also occur. These coverings make the target easy to hit but hard to damage.

Lower armor types have the advantage of providing the wearer with mobility. Fewer attacks will make contact because the agile defender will literally evade the attacker. When an attack does make contact, however, the result is more severe than that found with higher armor types: more concussion hits and frequent, severe criticals are the rule.

3.42 WEAPONS SKILLS

These skills determine how effective a character is when using weapons in combat (as opposed to Telepathic attacks). These skills must be developed separately for each weapon. The skill bonus for each weapon is part of the character's Offensive Bonus with that weapon. The total Offensive Bonus is usually added to any "attack rolls" made with that weapon.

There are seven skill costs for weapons listed on the Character Development Chart (pp 8-9). There are twelve categories of weapons which these costs must be assigned to.

1-handed Projectile
2-handed Projectile
Support Projectile
1-handed Energy
2-handed Energy
Support Energy
Portable Launchers
1-handed Edged Weapons
1-handed Crushing Weapons
2-handed Weapons
Bows
Thrown Weapons
Pole Arms

It should be noted that there are more categories than skill costs listed. The cost in parenthesis must be assigned to each of the 6 categories that are not assigned one of the other 6 costs. Armsmen should assign a cost of 10 to all excess categories; Explorers and Pilots should assign 15's; all others should assign a cost of 20.

Note that the last five categories are taken from **Arms Law** for completeness and will not be dealt with in detail in *Space Master.* Some weapons fit into more than one category — an assault weapon (two-handed energy) could also be used one-handed, and skills should be developed with both methods of using it separately.

During the preadolescent period, characters will develop an interest in a weapon (and category), making the type of weapon in that area easier to develop skill in. Thus each character may take the six skill costs listed for his profession in this area and assign them to the six weapon categories as he sees fit. An Armsman, for example, may have 1 category that is easy to develop (cost: 1/5), one that is a bit harder (2/4) three more that are still harder (2/7), and the rest at costs of 5 or 10. Once assigned, these skill costs may not be switched around later.

Note that because skills with different weapons are considered separate, one can develop two weapons simultaneously without penalty, provided that the development cost of each is paid.

Targeting: (OB) — Bonus is added to an attack roll with given weapon that targeting skill has been developed for. However, the bonus can only be added when the target is unaware of the impending attack, and is either stationary or moving slowly in a predictable manner. The development point cost is the same as the cost for developing *normal* weapon skill with that weapon, but a character's targeting skill rank for a given weapon may *never* exceed his normal weapon skill with the same weapon. Also, the Targeting bonus can be added to a static action maneuver roll when the firer attempts to hit an inanimate object.

3.43 GENERAL SKILLS

These skills are principally a measure of the character's ability to cope with his physical environment. Psion users concentrating on things of the Telepathic realm find such skills more difficult to acquire.

Climbing: (MM) — This could range from the ability to climb sheer faces (absurd), through mountain climbing (very hard) , to climbing a ladder (easy). This ability includes skill in going up and down ropes, rappelling, using handholds properly, etc. (use the difficulty chart).

The normal climbing rate for walls with adequate handholds is 10'/round as a "medium" moving maneuver.

Swimming: (MM) — Skill level 1 will prevent the character from drowning in water over his head. Further skill levels will enable the character to make headway against a current, to stay afloat for longer periods of time without touching the ground, to swim longer distances, to move faster in the water, and to make maneuvers in the water. For this skill armor penalties are *tripled*. Factors such as treacherous water might increase the difficulty.

Riding: (MM) — A skill rank is nec-essary to keep from constantly falling off the animal being ridden. Higher skill ranks enhance the chance of retaining control of the animal when it is startled or hostile, or gaining control of an unfamiliar animal (of the type you have skill with). Like Driving, skill ranks in Riding must be developed separately for each animal type.

Disarming Traps: (SM) This skill enables a character to disarm a trap. Traps of more than moderate difficulty may be represented by subtractions from this total (to be assigned by the GM).

Picking Locks: (SM) As in Disarming Traps, this skill adds to a character's ability to pick a lock. Again, extremely complex locks can be represented by having the GM assign difficulty subtractions to all attempts to pick them.

Stalking (MM) **& Hiding** (SM): (maneuver) Stalking is the ability to move using camouflage and shadows to conceal your presence, while Hiding reflects the skill in using camouflage, darkness, shadows, etc., to remain absolutely hidden while immobile.

Perception: (SM) This skill is the ability to notice the right things, to find *carelessly hidden objects*, the concealed microphone, the electronic eye triggering the alarm system, the nearly invisible seam around the secret panel. These are the things that the GM cannot mention to the PCs without calling attention to them. A bonus to the perception roll should be given to PCs who look in the correct area, or are seeking the correct *type* of thing.

Driving: (VM) Like Riding, skill ranks in Driving must be developed separately for different types of vehicles. One skill rank allows basic understanding of the controls; subsequent ranks reflect increased ability, and quickness in maneuvers. This skill is useful only with regard to land vehicles (though this includes ground effect craft and antigrav vehicles which cannot rise above hover level).

Atmospheric Pilot: (VM) This skill is in principle identical to Driving, but applies to all vehicles whose principle mode of travel is through the air. Again, like Driving, skill ranks in Atmospheric Pilot must be developed separately for different types of vehicles.

Marine Pilot: (VM) This skill applies to controlling all craft which operate on or below the water, including all boats, hydrofoils, and submersibles. (Craft hovering over the water still fall under Driving.) Like Driving, skill ranks in Marine Pilot must be developed separately for different types of vehicles.

3.44 SPECIAL SKILLS

Adrenal Defense: (SP) By using this skill, attacks may be dodged or deflected (wholly or partially). The skill rank bonus of the Defender is added to his Defensive Bonus versus melee attacks. Against missile attacks the skill rank is halved (round up) before the bonus is calculated and added to the Defensive bonus. Against Energy and Projectile fire the skill rank is *quartered* (round up). To use Adrenal Defense you must be aware of the fact that you are under attack. In addition, the character must not be wearing any armor with a maneuver penalty and cannot have a shield or other large object in his hands.

Note: Members of certain religious orders and ultra-elite, highly trained military units are reputedly able to utilize their full Adrenal Defense bonus against missiles, projectiles and energy weapons while using a power sword weapons kata. This ability should be only very rarely (if ever) allowed to a player character.

Adrenal Moves: (varies). These skills relate to the development of the art of superhuman effort. Through concentration and Self Discipline, the character skilled in Adrenal Moves must be prepared in the round before it takes effect. This is accomplished by taking a 20% penalty on action in the round of preparation. Adrenal moves may not be attempted in consecutive rounds, nor may more than one be attempted at any one time. Skill ranks in each Adrenal move must be developed separately. Each Adrenal Move counts as a separate area for development purposes.

- **Strength** (SM). This ability gives a character a +10 bonus on his offensive bonus (with a hand-wielded contact weapon) and doubles the number of concussion hits that he delivers. At the end of the preparation round, the character rolls D100, then adds the bonus for his skill rank in Strength Adrenal Move. A roll of 101+ indicates success and the above bonuses apply for the next round. Failure means no bonuses are obtained for the next round.

- **Speed** (SM). This allows a character to move at twice normal speed (as if hasted) and thus increase his activity for one round as described in the Psion of the same name. Speed is prepared just as Strength and success is determined in the same way.

- **Balance** (MM). This skill enhances the ability of the character to main-tain his balance in one maneuver (requiring balance). The skill bonus is added to any maneuver roll required for the action (even if it takes several rounds).

- **Leaping** (MM). This allows the character to automatically increase the distance he can successfully leap from either a standing or a running start. The *Personal Maneuver Chart (18.4)* can be used, with the skill rank bonus being added. 100% would indicate a normal leap and results above that a longer leap.

- **Landing** (MM). A character may automatically decrease the severity of a fall by his skill rank bonus times .5 meters. For example, if a character's skill rank bonus was 50, a 40 meter fall would be treated as a 15 meter fall. The severity of a fall can never be reduced below that of a 5 meter fall. For this adrenal move the penalty of -20% for a preparation round is applied the round after the fall (assuming he's alive and conscious). This is the recuperation round.

Martial Arts: (OB) In *Space Master*, the martial arts rules have been designed to maximize playability while maintaining as many facets of real martial arts as possible. Combat capabilities are described in terms of 2 attack tables and 2 critical tables devoted to martial arts.

We suggest that any player character wishing to run a martial artist be allowed to choose (or be assigned) one fo the forms given, "striking" or "sweeps and throws."

Martial Arts skills affect the Offensive Bonuses for unarmed combat. MA skills consists of 8 different skills in MA attacks. Each of these skills must be developed separately and is considered a separate area for development purposes:

> MA Striking Rank 1
> MA Striking Rank 2
> MA Striking Rank 3
> MA Striking Rank 4
> MA Sweeps & Throws Rank 1
> MA Sweeps & Throws Rank 2
> MA Sweeps & Throws Rank 3
> MA Sweeps & Throws Rank 4

These "Ranks" should not be confused with "Skill Ranks", MA Ranks represent the complexity and effectiveness of the different Martial Arts Attacks. Rank 1 is the simplest (and the least effective), while rank 4 is the most complex (and the deadliest). The skills are further classified according to the "type" as being "striking" (roughly comparable to Karate and boxing), or "sweeps & throws" (similar to Judo or wrestling).

- **Effect of Martial Arts Skill**: The skill rank bonus for a particular MA Rank is part of the Offensive Bonus used when a Martial Arts attack is made utilizing that MA rank. Normally, a character may choose which MA Rank he wishes to use in an attack.

- **Effect of MA Type and Rank:** Only one MA Rank and type may be used to attack in a given round. The MA rank determines the maximum possible result that an attack can obtain, while the MA type (striking or sweeps & throws) determines which attack (and critical) table is used.

- **Limitations and Skill Development:** Skill in a Martial Arts Rank can not be developed to a skill rank higher than the existing skill ranks of the lower MA Ranks of the same type (i.e., either striking or sweeps & throws). In other words, MA Striking Rank 4 can never have a higher skill rank than MA striking Rank 3, 2, or 1.

- **Engaging Multiple Foes:** Martial Artists can engage multiple foes in the same round of combat, without using special abilities or aid from spells (e.g., "Speed," "Haste," etc.). If a Martial Artist has at least a 40 offensive bonus in the Martial Arts (MA)Rank which he is using, he can engage 2 or more foes within a 90 degree combat arc of one another. If his offensive bonus is at least 60 in the Rank being used, the foes engaged can be separated by any arc. The Martial Artist must be using martial arts (unarmed combat) and he must subtract 20 from his OB for each additional foe engaged. He must also allocate his remaining OB between attack and parry in the same manner against all foes engaged.

Example: Irol has a +65 OB in Rank 1 and is fighting two foes. He can attack one with his full +65 OB or both with a +45 OB against each (65 -20). Since he has better than a +60 OB he can attack within any arc (e.g., even against one frontal and one rear attacker).

- **Multiple Attacks against the Same Foe:** Certain Martial artists may make two attacks against the same foe in one round (if "Speeded" or "Hasted" a Martial Artist can make 4 attacks). If a Martial Artist has at least an 80 offensive bonus in the Rank with which he will fight, he may make 2 attacks against the same Foe in the same round with 30 subtracted from his OB. He must split his OB between attack and parry the same way for both attacks and must be using Martial Arts.

Example: Irol has a +85 OB with MA Striking Rank 2 attacks and chooses to attack Rucley twice in one round. Because he is striking twice in the same round, he subtracts 30 from the OB applied to each attack (i.e. he makes two +55 MA Striking Rank 2 attacks). Of course, he may use part of his OB parry, and he still has the option of only attacking once at +85.

- **Weapon Kata:** Only Martial Artists may use weapon kata. A weapon kata is the use of a weapon in combination with unarmed combat techniques. With an OB of 50 or more in the MA Rank being used, a knife kata can be used with MA Striking or stick kata with MA Sweeps & Throws. With an OB of 90 or better other weapons may be used.

- **Effect of Weapon Kata:** Certain martial artists use weapons as part of their kata (Kata are patterns of attack and defense that form the basis for the various forms of martial arts). Weapon kata may be used if a -20 modification is made to the OB of the particular rank being used.

Most physical weapons are considered barbaric and useless in the *Space Master* universe, however some have effectively combined the use of the Power Sword with martial arts techniques.

A weapon kata attack is resolved in the following manner:

1) A normal attack is conducted on the appropriate martial arts attack table (striking or sweeps and throws). The OB modification of -20 is applied (any weapon bonus is also added).

2) The weapon being used may be fumbled as specified. However, the fumble range is decreased by 1 for each increment of 10 that the OB is over 50 (round down and the range can never be reduced below 2).

3) The number of concussion hits indicated on the martial arts attack table is increased by: the difference between the maximum number of hits the weapon can give [to the armor type (AT) being attacked] and the maximum number of hits that can be given to the AT being attacked by the martial arts attack table being used. The result is the actual number of concussions hits inflicted by the weapon kata.

4) In addition to the normal (if any critical strike indicated by the martial arts attack table, a weapon kata also inflects a second critical of one severity level less [e.g. a result of C on the martial arts (m.a.) striking attack table would also inflict a B slash (or puncture or head) if a Power Sword or Forceknife kata were used]. **Important:** Only one die roll is made to resolve both criticals. The type of extra critical is always Unbalancing for sweeps and throw weapon kata; while, the extra critical type can be Slash, Puncture, or Krush for striking weapon kata. If more than one type of critical is appropriate for a given striking weapon kata, the attacker should choose which is to be applied — before the attack roll.

Alternatively, the GM may wish to use the appropriate weapons critical(s) *instead* of the Martial Arts Critical. This might be especially appropriate when using a power sword weapons kata, when slash and burn crits are more applicable.

SUMMARY OF OFFENSIVE BONUS MODIFICATIONS (CUMULATIVE)

-20 = For each foe over 1 engaged during a given round.

-30 = For using two attacks versus one foe in a given round.

-20 = For using a weapon kata.

Ambush: (SP) This is the ability to strike effectively without first being noticed. To use his ambush skill a character must approach his foe undetected and be able to strike before the latter can react.

If the ambush skill is successfully used, the character gains a 'bonus' on their critical strike roll. This bonus consists of the ability to adjust the critical strike roll by any number up to the ambush *skill rank* (not bonus) of the attacker. This adjustment may be either up or down. This (as well as Sniping, below) is the only adjustment that is ever allowed on a *Space Master* critical strike roll. To use this bonus, the attacker must first get a critical strike result on an attack table. If he does, however, this ability greatly increases the chance of a killing blow.

Ambush is only allowed to be used by combatants using a melee (handheld) one-handed weapon. It should be allowed for combatants using contact stunners under the above circumstances. Ambush is not allowed against targets who are aware of their attacker, and can only be used at half value aginst someone already involved in combat. If using Large or Super Large Critical tables (available in *Arms Law & Claw Law*), the Ambush modifier only *adds* to the critical roll (if desired).

Sniping: (SP) Similar to Ambush, Sniping allows an attacker using a single-shot projectile or a directed energy weapon (e.g., lasers or stunners, but not blasters) to adjust a critical roll against an unaware target. As with Ambush, Sniping is only useable if the target is unaware of the attacker, and the target is basically stationary. The attacker may modify the critical results roll (if a critical is achieved) by a number equal to the sniping skill rank.

Linguistics: (SP) In *Space Master* there will of course be many different tongues with many racial origins. Each language must be developed individually in steps from a level at which the language cannot even be recognized to a level of full understanding (in which one comprehends inflection and idiom — and the snide jokes invariably made about off-worlders). See the *Language Skill Chart* on pg 33 for the communication ability conferred by each rank of proficiency in a given language.

Body Development: (SP). Each character starts with the capacity to take a number of hits equal to his constitution Stat divided by 10 (round off). Each skill rank picked in body development entitles the character to roll one hit die of the type used by his race and increase the number

of hits the character can take by the amount of the die roll. The sum of the starting hit points and the rolled hit points are the character's base hit points. Thus the maximum number of hits each character may have is determined by his race and Constitution bonus, and is in no way a function of his profession, although fighter-type characters will develop to this maximum faster under normal circumstances.

Forgery: (SM) the ability to reproduce official documents, identity disks, etc. Use the construction table, with appropriate modifiers as determined by the GM.

Counterfeiting: (SM) The ability to reproduce official currency, as well as falsify MERLOGH Bank records, Elmonit Cards and card data, etc.

Survival: (SM) A successful roll indicates that the character has avoided the adverse effects of the environment. One roll is usually made every 25 hours, but frequency and bonus can vary with intensity of environment, number of people in group, and available equipment. Three basic environments must be developed separately: Hot/Moist (Jungle); Hot/Dry (Desert); Cold (Arctic). Skill includes foraging for food as well as utilizing shelter.

Scanner analysis: (SM) A bonus when attempting to interpret information provided by portable scanning devices (Multiscanners, Medscanners, Repair Scanners). Skill must be picked in one of the three types specifically. This skill rank is useable at half-value when attempting to utilize one of the other two scanner types than it was specifically picked for.

First Aid: (SM) Successful use can reduce bleeding as much as 5 hits/round, or other first aid techniques such as cardio-pulmonary resuscitation and splinting broken bones. Skill in First Aid may also be used (at half of normal bonus, maximum of 25) when attempting to use basic medical equipment.

Communications: (SM) This skill grants a bonus when using any construct communication devices. However, it must be developed as each of three similar skills: TBD (Tachyon Beam Dictor, used for interstellar communication), Microfrequency Modulation and Laser Rig (both for in-system communication). This skill rank is useable at half-value when attempting to utilize one of the other two communication types than it was specifically picked for.

3.45 COMBAT SKILLS

These skills are associated with the environmental and vehicular aspects of combat. Many are included here as a link to the *Space Master* games *Star Strike* and *Armored Assault.*

Combat Pilot: (VM, OB/DB) This skill is used — as the name implies — only in Combat situations. It allows the pilot to maneuver in combat and increase his ship's attack OB, and/or the vehicle's DB.

Note When actually used, the Combat Pilot Skill bonus can not exceed the pilot's Atmospheric, Orbital, or N-Space Piloting, or AFV Driver (whichever is appropriate) skill rank.

AFV Driver: (VM) This skill bonus is applied to maneuver rolls when driving/piloting Armored Fighting Vehicles. Skill must be developed separately for different types of AFVs. Examples of different types of AFVs are: Tracked Tanks, Hovertanks, GEVs, MIRCs, etc. The GM may classify certain AFVs into similar skill categories for the purposes of this skill.

Alien Environments: (SP) The bonus for this skill is taken as the percent of the character's offensive, defensive, or maneuver bonus under the given condition. Conditions must be developed separately; examples are : Zero-G, Underwater, Extremely powerful gravity, etc.

Missiles: (OB) This skill bonus is the combat OB applied when using missiles and torpedoes.

Projectile Gunnery: (OB) This skill bonus is the combat OB applied when using non-explosive projectiles, autocannons, and ground-based artillery.

Heavy Energy Projectors: (OB) This skill bonus is part of the combat OB applied when utilizing an energy cannon of Mk 6 or greater.

Mounted Weapons Ambush: (SP) Very similar in concept to normal Ambush and Sniping (above), this allows an energy projector or projectile gunner to strike an opponent more precisely than normal, as reflected in manipulation of the critical roll. This is only possible when at least one fo the following conditions applies: (1) the target construct is completely unaware that it is about to be attacked and so not employing evasive tactics; (2) the target construct's "screens" are inoperative and it is immobile or drifting predictably.

Electronic Warfare: (SM) Necessary to actively operate EW/Stealth systems.

3.46 ASTRONAUTIC SKILLS

Orbital Pilot: (VM) This skill bonus is applied to all maneuvers requiring atmospheric and gravity-field proximity flying of spacecraft: touch-down, take-off, docking, atmospheric entry and exit, etc. The *Vehicular Maneuvering Table (22.2)* is used.

N-space Pilot: (VM) This skill is applied when carrying out N-space astrogation plots, as well as any "seat-of-your-pants" interplanetary flying. The *Vehicular Maneuvering Table (22.2)* is used.

Hyperspace Pilot: (VM) Bonus used when programming and carrying out Hyperspace astrogation. The *Vehicular Maneuvering Table (22.2)* is used.

N-space Astrogation: (SP) Bonus is used to ascertain correct course for all N-space journeys (usually interplanetary in nature). The *Vehicular Maneuvering Table (22.2)* is used.

Hyperspace Astrogation: (SP) This skill is applied to program to correct Hyperspace course from computer data. The *Vehicular Maneuvering Table (22.2)* is used.

Sensor Analysis: (static) A bonus given when attempting to interpret shipboard sensor displays. Appropriate computer programs may further enhance this ability.

3.47 TECHNIC SKILLS

The following are skills which aid in actual repairs, construction and modification of mechanical, electronic and other physical constructs. The bonuses are applicable to the *Construction and Research Chart* (**Tech Book**) and the *Malfunction/Repair Chart* (**Tech Book**). Possessing these skills does not imply skill with diagnostic devices such as a Repair Scanner. That skill must be developed separately.

Mechanical Technics: (SP) All machines involving moving parts, excluding the specific other skills mentioned below (ship landing gear and doors, for instance, are mechanical systems).

Weapons Technics: (SP) All weapons and weapons systems, including fire control, gunner interfaces, mounted guns, hand energy and projectile weapons. This skill also encompasses shield generators and other defensive systems.

Electronics Technics: (SP) This skill encompasses Electronic, Optronic and simple molecutronic devices which are not specifically computer brains, weapons, cybernetic devices or the other technics mentioned below. Examples are: scanning or communications equipment, EW, control consoles, most personal equipment, vehiculer control systems.

Computer Technics: (SP) Skill related directly to computers and computer systems. Includes programming ability in the following structure: For each skill rank *after* the first rank, the character may choose one programming language with which he is proficient (e.g., a character with ten skill ranks is proficient in nine computer languages). Note that the character must have had access to data related to the language chosen during the period that skill rank is developed. Languages must be chosen as the picks are made.

Power System Technics: (SP) Includes all power generation units from batteries to M/A reactors, various drive systems and engines, including FTL drives.

Crime Technics: (SP) Repair, modification and construction of devices directly related to forgery and counterfeiting, surveillance, security, tracking, etc.

Medical Technics: (SP) Essentially "field medicine" and the use of equipment designed for emergency medical treatment and relatively minor field operations.

Cybernetic Technics: (SP) Embraces the field of Robotics, and includes all aspects of robot and android repair and construction (mechanical, electronic, power and computer).

Genetic Technics: (SP) Involves the actual alteration of existing gene patterns and abilities as opposed to the breeding science, detailed below. This includes the ability to create Replicants and Clones.

3.48 SCIENTIFIC SKILLS

When utilizing the research skills below for design purposes, such as a system or computer program the *Construction and Research Chart* (**Tech Book**) should be used to determine time required and success likelihood.

General Physics: (SP) Force, energy, atomic structure, etc.

Advanced Math: (SP) Calculus, differential equations, basic relativity.

Chemistry: (SP) Elemental composition, reactions, compounds, etc.

Planetology: (SP) A general science embracing the fields of geologic, meteorological and geographic analysis in a planet-wide context, concentrating on sweeping environmental systems.
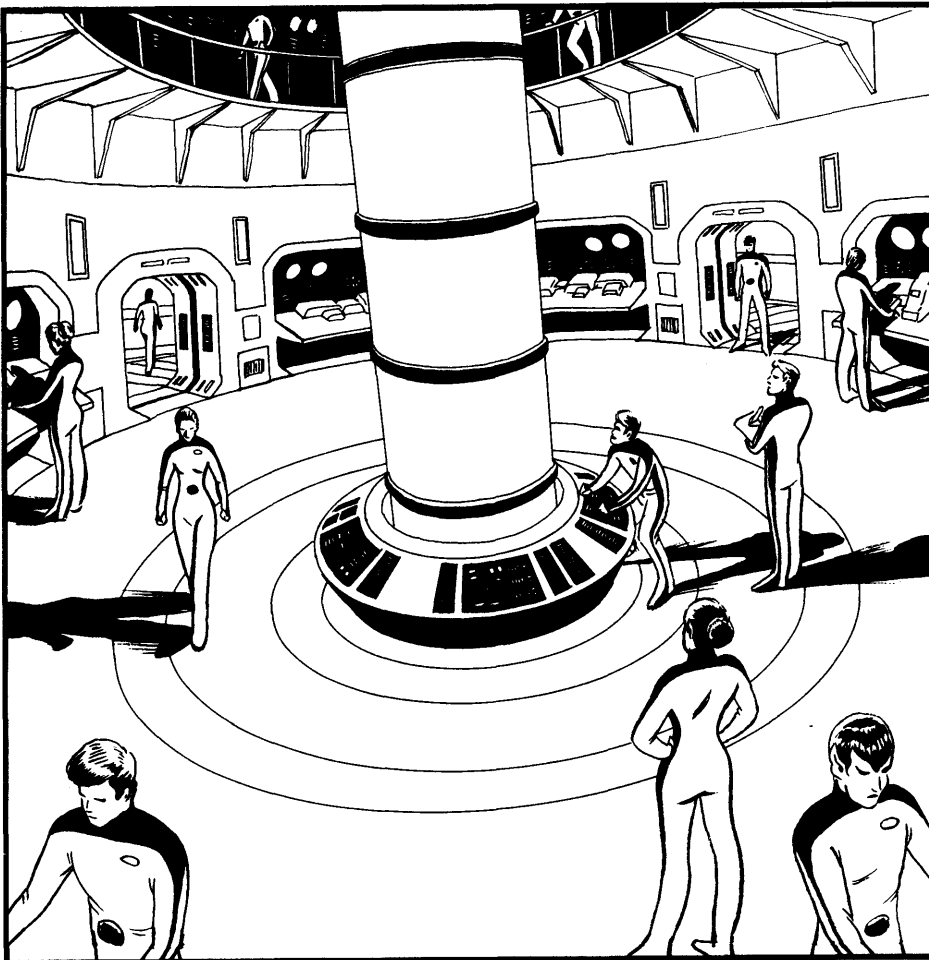
Astronomy: (SP) Stellar analysis and survey.

Metallurgy: (SP) Elemental structure analysis; alloys, etc.

Tachyon Physics: (SP) Hyperspace, sensor fields, Neutrinos, Photinos, etc.

Medical Practice: (SP) Bonus when attempting to perform operative procedures, including use of any surgical medical equipment. The skill also includes ability to fit cybernetic limbs and organs and operate most cryogenic and similar equipment. The skill rank or bonus *cannot exceed* the character's skill rank or bonus in Medical Diagnosis. Unlike Diagnosis, this skill is 'universal', meaning that surgical skill for one race is essentially as good as skill with any other. A skill rank of + 30 bonus minimum is required to purchase and use medical field equipment and healing drugs. A skill of 50 + is required for certification in surgery and more powerful and/or recreational drugs.

Note: These skill ranks for certification are recommendations; the GM may wish to raise, lower or abolish them as he sees fit in his game system.

Genetics: (SP) Advanced understanding of genetic principles. Not simply basic genetic influences, but the ability to construct breeding patterns and match pairs of entities to achieve specific goals, reinforce trends, etc. (Eugenics)

Cybernetics: (SP) The design and development area complementary to the Technic skill of this type described above.

General Biochemistry: (SP) Analysis, basic genetics.

Note: all of the "Xeno" skills below actually represent a myriad of sub-skills, much like the heading "Adrenal Maneuvers" (see Section 3.44). A character wishing to apply his skill bonus based on knowledge of one planet's botany to the botany of another planet gets half-value of his skill bonus. A character choosing to develop the 'general' sub-skill is at -20 to all research rolls in that area, but would have an equal chance of being able to apply it to any planet/area.

Psychology [Xeno]: (SP) Analysis of various racial psychologic makeups. As with History, must be either very general, or a specific race/culture must be chosen.

Medical Diagnosis [Xeno]: (SP/SM) Understanding of anatomy and overall physiology of sentient races, as well as diagnostic ability. Bonus with diagnostic medical equipment. As with Xeno skills above, one must pick the skill in either general diagnosis, or diagnosis of a specific race. General diagnosis skill of 30 allows certification for simple medical

practice on all races (use of field equipment and healing drugs). Diagnosis skill for a specific race of 30 + is required for surgical certification (and reasonable competence).

Botany [Xeno]: (SP) Plant life; either in-depth of a specific planet or a general education in botanical trends. Must be decided when skill picked. Several different 'botanies' may be developed simultaneously, assuming research materials available.

Zoology [Xeno]: (SP) Animal life; either in-depth of a specific planet or a general education in zoological trends. Must be decided when skill picked. Several different 'zoologies' may be developed simultaneously, assuming research materials available.

History [Xeno]: (SP) Either in-depth of a specific planet/culture or general trends of other cultures' socio-historic backgrounds. Must be decided when skill picked. Several different 'Xeno Histories' may be developed simultaneously, assuming research materials available.

Anthropology [Xeno]: (SP) Linguistics, customs, habits and cultural trends of any known races and cultures. As with History, must either be very general, or a specific planet/culture chosen.

3.49 ENGINEERING SKILLS

Mechanical Engineering: (SP) The design and development area complementary to the Technic skill of this type described above.

Weapon Engineering: (SP) The design and development area complementary to the Technic skill of this type described above.

Electronic Engineering: (SP) The design and development area complementary to the Technic skill of this type described above.

Computer Engineering: (SP) Concentration on program development and facets of software engineering, as well as new logic and memory systems.

Power Systems Engineering: (SP) The design and development area complementary to the Technic skill of this type described above.

3.410 TELEPATHIC SKILLS

The skills available to *Space Master* characters are primarily limited to the Psion lists. Concepts such as runes and magic items, commonplace in a fantasy environment, are unheard-of in relation to Telepathic skills. See Part IV of this book for rules for skill acquisition, casting, and lists of Telepathic Powers.

3.5
SECONDARY SKILLS

The Primary Skills dealt with above are by no means the only factors applicable to a realistic SFRP game situation. The GM may discover other skills which have significant bearing on adventures and may wish to permit the PCs to develop them as they would those detailed in Section 3.4.

A sampling of additional skills is included below. These Secondary skills are more specialized than the basic Primary skills discussed earlier. They are often tied to, or indicative of a PC's profession or trade. Still, they add considerable detail and flavor to a game. GMs incorporating some or all of these skills can handle them exactly as they would primary Skills, with the cost of developing skill ranks keyed to a PCs profession. alternatively, the GM can assign a profession of the character involved. Secondary skill bonuses follow the same progression as primary skills.

SECONDARY SKILL DEVELOPMENT COST CHART

Skill	Mods	Armsman	Pilot	Explorer	Systems Tech	Electrical Tech	Arms Tech	Researcher	Physician	Engineer	Criminologist	Medic	Planetologist	Administrator	Entertainer	Theologist	True Telepath	Skill
Acrobatics	Ag/Qu	1/3	1/4	1/3	2/5	2/5	2/5	3/6	1/5	2/7	1/5	2/5	2/5	3/6	1/3	3/6	2/7	Acrobatics
Acting	Pr/Em	2/5	1/5	1/4	2/5	3/6	3/5	3	1/5	2/7	1/4	2/5	2/6	1/5	1/3	1/5	2/7	Acting
Advertising	In/Re	7	5	3	4	4	5	2/5	3/6	2/7	1/4	3/6	3/6	1/3	2/5	3/6	2/7	Advertising
Administration	In/Em	5	4	3	4	4	4	1/4	1/5	2	2/5	2/5	1/5	1/3	4	2/4	5	Administration
Animal Healing	Em/Re	4	4	2/5	3/5	5	5	5	1/2	4	1/5	1/2	2/5	5	4	4	5	Animal Healing
Animal Train	En/In	2/7	2/5	1/4	4	5	5	4	2/5	2/5	1/4	2/4	2/5	5	3	3	1/6	Animal Train
Appraisal	In/Re	2/7	2/5	1/4	3/5	3/5	2/7	3/5	2/5	2/6	1/5	3/5	3/5	4	1/5	4	3/6	Appraisal
Athletic Games	Ag/Qu	1/2	1/3	1/2	2/5	2/5	2/5	3/5	1/5	2/5	1/5	1/4	2/5	3/5	2/3	3/5	2/4	Athletic Games
Caving	SD/Re	1/4	2/5	1/2	3	3	3	2/5	4	5	1/4	2/7	2/7	5	5	5	3	Caving
Contortions	Ag/SD	1/3	1/4	1/2	1/5	1/5	1/5	5	3/7	2/6	1/4	3	3	5	1/3	5	2/5	Contortions
Dance	Ag/In	1/4	1/4	1/3	2/5	2/5	2/5	2/7	2/5	2/5	1/4	2/5	1/5	1/4	1/2	1/3	2/5	Dance
Diplomacy	Pr/In	2/5	1/4	1/3	2/5	2/5	2/5	1/4	1/4	1/4	1/2	1/3	1/3	1/2	1/4	2/3	1/3	Diplomacy
Directed Psion	Ag/SD	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	1/3	Directed Psion
Disarming	Ag/Qu	1/2	1/4	1/5	2/5	2/5	2/4	3	2/4	3/6	1/4	1/5	2/6	5	1/3	5‡	2/5	Disarming
Diving	SD/Ag	1/3	1/3	1/2	2/4	2/4	2/5	2/6	2/5	2/5	2/4	2/5	2/5	2/6	2/4	2/5	2/4	Diving
Drug Tolerance	Co/Sd	1/3	1/3	1/2	2/5	2/5	2/5	5	2/5	2/6	1/3	2/5	2/6	4	1/4	5	1/2	Drug Tolerance
Falsification	SD/Re	3	2/6	2/5	3	3	2/4	2/6	2/5	2/5	1/2	1/5	2/5	2/5	3	2/6	3	Falsification
Foraging	In/Me	1/3	1/3	1/2	1/4	1/4	1/4	2/4	1/4	1/4	1/4	1/4	1/3	2/5	2/4	2/4	2/4	Foraging
Frenzy	Em/SD	1/4	1/5	1/3	3	3	3	3	2/6	2/5	1/4	2	3	5	3	5‡	1/5	Frenzy
Gambling	Me/Pr	2/4	2/5	1/4	2/5	2/6	2/5	2/6	1/5	2/6	1/3	2/5	2/5	1/4	1/5	2/6	1/5	Gambling
Interrogation	In/Em	2/7	2/5	1/4	3/5	3/5	2/7	3/5	2/5	2/6	1/5	3/5	3/5	3	2	2	3/6	Interrogation
Meditation	Pr/SD	2/5	1/5	1/4	2/5	3/6	3/5	3	1/5	2/7	1/4	2/5	2/6	3	2	1/2	2/7	Meditation
Music	Ag/Em	2/6	2/6	1/5	2/6	2/6	2/6	2/6	2/5	2/6	2/6	2/5	2/6	2/6	1/3	1/5§	2/5	Music
Navigation	Re/In	2/6	1/4	1/5	2/6	2/6	2/6	2/6	2/5	2/5	1/5	2/6	1/4	2/6	2/6	2/5§	2/6	Navigation
Propaganda	In/Em	4	4	2/5	3	3	3	2/6	3	3	1/4	2/5	2/5	1/4	2/5	1/4	2/4	Propaganda
Public speak	Em/Pr	2/6	2/6	2/4	2/6	2/6	2/5	2/6	2/5	2/6	1/5	2/5	2/5	1/4	1/4	1/2	1/4	Public speak
Quick-draw	Qu/Ag	1/2	1/4	1/5	2/5	2/5	2/4	3	2/4	3/6	1/4	1/5	2/6	4	2/4	4‡	2/5	Quick-draw
Sailing	Em/In	2/6	2/6	1/5	2/6	3	3	3	2/7	2/6	2/5	3	3	3	3	3	3	Sailing
Seduction	Em/Pr	2/6	2/5	1/6	2/6	2/5	2/5	4	2/6	2/7	2/4	2/6	2/6	1/5	1/3	2/4	2/4	Seduction
Signaling	Me/SD	1/4	1/3	1/2	2/5	1/5	2/4	1/5	2/5	2/5	1/2	2/6	2/5	1/3	1/2	1/2	1/5	Signaling
Singing	Pr/In	2/6	2/6	2/5	2/6	2/6	2/6	2/6	2/5	2/6	2/6	2/6	2/6	2/6	1/3	1/5§	2/5	Singing
Star-gazing	In/Me	2/6	2/6	1/5	2/5	2/6	2/6	2/6	2/5	2/5	2/5	2/6	2/6	1/5	1/5	1/4§	1/5	Star-gazing
Subduing	Ag/Qu	1/2	1/4	1/5	2/5	2/5	2/4	3	2/4	3/6	1/3	1/5	2/6	3	3	3‡	2/5	Subduing
Tracking	In/Re	2/5	2/5	1/4	3	4	4	5	2/6	3	1/3	3	3	5	5	5	2/6	Tracking
Trading	Re/Em	2/7	2/5	1/4	3/5	3/5	2/7	3/5	2/5	2/6	1/5	3/5	3/5	1/4	1/5	2/5	3/6	Trading
Trickery	Pr/Qu	1/4	1/4	1/3	2/4	2/4	1/5	2/5	2/4	2/5	1/2	2/4	2/4	2/5	1/2	1/3	2/5	Trickery
Tumbling	Ag/SD	1/4	1/5	1/3	3	3	3	3	2/6	2/5	1/4	2	3	3	1/3	3	1/5	Tumbling
Visual Arts	In/Em	3	2	2	2/5	2/5	3	2/5	3/7	3	3	3/7	3	3	2/5	3/7	2/5	Visual Arts
Weather-watch	In/Em	2/7	2/7	1/5	3/7	3/7	3/7	2/7	3	2/5	2	3	1/4	2/6	1/4	1/6	3	Weather-watch

Key ‡ If one weapon (or fighting technique) is sanctioned, cost is 1/2   § If skill is sanctioned, adolescent cost is 1/*

17

Secondary Skill Descriptions

The skill descriptions are shown in the following format: **Ability** (Related Stats) Applicable Maneuvers

Acrobatics (Ag/Qu) Bonus for in-air maneuvers (e.g., flying or levitation or swinging on objects). Helps reduce the effects of falls.

Acting (Pr/Em) Bonus for impersonating others, devising new identities, etc.

Advertising (In/Re) Bonus for successfully marketing a product or service. Must be developed separately for each culture encountered; otherwise bonus is halved for all but specific culture researched.

Administration (In/Em) Bonus for functioning successfully within any entity where record keeping, personnel interaction, and bureaucracy is present.

Animal Healing (Em/Re) Bonus for administering medical aid to injured animals. Allows one to stabilize or repair light wounds and illnesses. Successful static maneuver can stop (or reduce) up to 3 hits/rd bleeding.

Animal Training (Em/In) Bonus for training a particular type of animal (bird, mammal, or other type).

Appraisal (In/Re) Bonus for determining or estimating the value of an object or goods. It is suggested that the character gain skill in a specific area, such as gems and minerals, Sianetic Harbinger artifacts, jewelry, equipment from various PreImperial periods, etc.

Athletic Games (Ag/Qu) Bonus for playing any one game primarily involving agility, coordination and motor skills.

Caving (SD/Re) Bonus chance of determining natural course and lay of a cave or cavern (passage or chamber). Bonus when attempting an unassisted maneuver in a cave.

Contortions (Ag/SD) Bonus for manipulating one's body in order to move through small openings or absorb sudden crushing impact (other than falls). Helps in escapes from bonds, etc.

Dance (Ag/In) Bonus when attempting to recreate a dance one witnesses, including rituals, etc.

Diplomacy (Pr/In) Bonus for operating successfully in a bureaucratic environment, such as a royal court or any other large governmental or corporate structure. Tact, negotiation, and deceit are all facets of Diplomacy.

Directed Psion (Ag/SD) Bonus for utilizing certain Psions which can be 'aimed'. Skill may be directed separately for each such Psion. Generally skill may be developed only for Psions that are directed against a single target. A character wishing to develop skill with such a Psion must be able to cast it at least once er day (either intrinsically or from an item). This skill is important for it allows certain Telepaths to specialize in particular Psions the same way that Armsmen may specialize in their weapons.

Disarming (Ag/Qu) Bonus for an attempt to remove an object from from an opponent's grasp. If the user rolls 101+ (1-100 open-ended plus skill bonus), then the opponent must make a RR vs the level (# of skill boxes) of disarming skill used. User must be within reach of opponent and (normally) have 'surprise').

Diving (SD/Ag) Bonus for controlled falling maneuvers.

Drug Tolerance (Co/SD) Bonus for resisting the effects of any one type of intoxicant, poison, or other chemical substance. Bonus is applied directly to the RR. Skill must be developed separately for each type of drug (e.g., alcohol, sodium pentathol). One need not be conscious to have the bonus.

Falsification (Re/SD) Bonus for creation of false but believable manual writings or illustrations (e.g., forgery, counterfeiting, etc.).

Foraging (In/Me) Bonus for chance of finding any local source of potable water or edible plants and animals. Includes skill at basic food acquisitions such as gathering or fishing.
Note: skill only applicable on user's Homeworld or where flora and fauna are identical; otherwise Foraging skill cannot exceed user Xeno Botany or Xeno Zoology bonus for ecology in question. Skill success also assumes availability of food. (All the Foraging skill in the world won't help you on a lifeless asteroid, buddy.)

Frenzy (Em/SD) Bonus to attempt to go into a state of single-minded, unpredictable rage which results in an additional +30 to OB, the ability to take twice normal concussion damage, deliver twice normal concussion damage when using a melee weapon, and immunity to stuns. (This differs slightly from *Character Law* Frenzy). Once in frenzy, however, user has no DB bonus other than armor or energy shield, and cannot parry. Preparation for Frenzy takes one round and occurs with a 101+ roll. Once in a frenzied state, the character may make a static maneuver each round in order to resume a normal state.

Gambling (Me/Pr) Bonus when playing any game with a significant element of luck or bluffing.

Interrogation (In/Em) Bonus for extracting information from an intelligent source. This may or may not include causing discomfort to the target, though a +25 bonus is received if the target is discomforted (mentally or physically). If the target is discomforted, however, and the net Interrogation roll is negative, the target may suffer a major mental or physical injury, or death. In such a case, the target should roll a RR using SD/Co as a modifier to determine the extent of the injury.
Note: Psionic powers such as Firenerves and Agony are safe and useful for Interrogation purposes. This skill not only applies to torture but also includes the ability to manipulate the target's psyche (i.e., trick him) into revealing information.

Meditation (Pr/SD) Bonus for entering, leaving, and exploiting meditational trances. Each hour of meditation equals two hours sleep. Once in trance, user is normally oblivious to outside activity. Physical prodding allows one to make a static maneuver to leave trance, as does a painful strike (modify by +25).

Music (Ag/Em) Bonus knowledge of any one instrument, bonus skill in any one written musical language.

Navigation (Re/In) Bonus for determining proper directions and distances when using a map in conjunction with some directional aid, such as a compass, a landmark, or the stars. This includes the concept of orienting, and is applicable on land or water. Skill must be developed separately for each planet on which it is to be used .

Propaganda (In/Em) Influencing others through indirect means, rather than direct speech. Includes such ideas as starting rumors, as well as designing large disinformation campaigns.

Public-speaking (Em/Pr) Bonus for impressing, entertaining, or manipulating large groups. Diplomacy is used to deal with individuals.

Quick-Draw (Qu/Ag) Bonus for drawing or chang-ing weapons. In certain cases a GM might al-low a character whose roll totals 101+ over an opponent's roll to fire an energy or pro-jectile weapon and determine results before oppon-ent can fire ("go ahead, make my decaday...").

Sailing (Em/In) Bonus for sailing maneuvers, and 5% per Skill level knowledge of a particular water-lore (e.g., about bays).

Seduction (Em/Pr) Bonus when attempting to emotionally, sensually, or sexually manipulate someone.

Signaling (Me/SD) Bonus when using any form of signal communication other than language. Signals can be visual (hand motions, flares) or audio.

Singing (Pr/In) Bonus for attempts to mimic tunes and vocalized notes.

Star-gazing (In/Me) Bonus chance of determining dates, directions, and locations when the stars are visible. Provides an ideal complement to one's navigation skill. Must be developed separately for each planet; otherwise bonus is halved for all but specific planet researched.

Subduing (Ag/Qu) Bonus for attempts to immobilize a foe by applying a sharp, hand-delivered blow to precise point on the victim's upper body. An attack roll of 101+ results in a successful attack, although the victim still receives a RR. In order to use this skill, the character must approach the foe undetected and be able to strike before the latter can react. Should the foe be engaged in melee, the subduer's skill bonus is halved. Subduing attacks cannot be made against foes whose armor is rigid and covers the entirety of their body above the legs (e.g., normally AT's 11, 12, 15, 16, 19, and 20).

Tracking (In/Re) Bonus for tracking maneuvers.

Trading (Re/Em) Bonus for transactions involving a bargained exchange of money or goods.

Trickery (Pr/Qu) Bonus for any maneuvers involving sleight of hand: picking pockets, confusing sight tricks, and sleight-of-hand diversions.

Tumbling (Ag/SD) Bonus for horizontal dives, rolling, or vaulting maneuvers, or swinging on stationary objects.

Visual Arts (In/Em) Bonus for creating and comprehending works of art; Creation must be developed separately for each medium.

Weather-watch (In/Em) Bonus chance of determining local weather for next Standard Day.

3.6
SIMILAR SKILLS

Because of their nature, many skills are considered to be *similar* to others, thus allowing a character to in essence have partial skill bonuses for skills similar to those he has picked skill in.

3.61 WEAPON SKILLS FOR SIMILAR WEAPONS

Certain weapons require skills that are very similar to other weapons. For example, the use of a Blast Pistol is very similar to use of a Laser Pistol. In the basic rules, skill in every weapon must be developed separately.

This optional rule allows for skill in one weapon to affect the skill of a character in a "similar" weapon. The skill rank bonus with a particular weapon is the skill rank bonus with that weapon or half the skill rank bonus of any similar weapon — whichever is higher. The *Similar Weapons Chart* in the **Tech Book** shows which classes of weapons are similar to one another. Any weapon not on *The Similar Weapons Chart* can be assigned a class by the GM. The GM might also vary the degree of "similarity" by varying the percentage of the bonus applied to similar weapons.

> *Example: Ryk has a + 70 skill rank bonus with a Blaster Rifle and a + 20 bonus with a Laser Rifle. Since they are "similar weapons" and 1/2 of 70 (i.e., 35) is higher than +20, Ryk can use a Laser Rifle with a +35 skill rank bonus.*

Alternatively, a GM may decide to allow weapons to be utilized with half the **skill rank** of a similar weapon, instead of half of the skill rank bonus.

3.62 DRIVING SKILLS FOR SIMILAR VEHICLES

This rule is identical to 3.61, except it allows similarity of driving skills for "similar" vehicles. The GM may indicate the classes of similarity for the vehicles that exist in his world system.

> *Example: A group of similar vehicles might include gravitic cars and small gravitic trucks, as well as ground-effect cars.*

4.0
PROFESSIONS

Each character must have a profession, sometimes called a "character class". A character's profession reflects the fact that his early training and apprenticeship have moulded his thought patterns, thereby affecting his ability to develop certain skills and capabilities. A profession does not prohibit the development of skills; it merely makes some skills harder and others easier to develop.

Every profession falls into one of 6 different categories based upon its area of concentration: the realm of Astronautics, the realm of Machine Technology, the realm of Science, the realm of Field Science, the realm of Communications and the realm of Telepathy or combinations of Telepathy and one of the other realms.

For each profession, two out of the ten stats are especially important; these two stats are called the profession's "prime requisites". A character is guaranteed of having at least 90's in each of his prime requisites (see Section 10.2).

Let it first be said that the professions given below are suggestions. In the complex society of *Space Master*, with so many variable overlapping skills, dozens of 'Professions' suggest themselves. The profession of Researcher is an excellent example of a general concept from which dozens of specific professions can spring. Thus the GM should feel free to create other, custom professions, using these rules as a guide. As always, though, care should be taken to maintain play balance.

4.1
ASTRONAUTS

The following three professions involve the front line of adventuring in *Space Master*, concentrating on the skills of combat, and operating the myriad weapons and ships available.

Armsman: The arms specialists of *Space Master*, Armsmen learn most combat related skills more easily than any other character profession. Picks in both hand and mounted weapons are readily accessible, as well as driving and some combat pilot skills. In addition to their skill with weapons, Armsmen receive a bonus of + 3 per level on all conventional and energy weapons attacks, both hand and mounted, up to and including 20th level. Prime Requisites for Armsmen are *Strength and Agility.*.

Pilot: As the name suggests, Pilots focus skills relating to the control of vehicles, from land cars to spacecraft. They also pick up many Tech skills with relative ease, as well as shipboard combat abilities. In addition to their skill with weapons, Pilots receive a bonus of + 2 per level on all driving, Piloting, and Astrogation skills, up to and including 20th level. The Prime Requisites for a Pilot are *Intuition* and *Agility.*

Explorer: A fusion of Armsman and Pilot, Explorers can gain some skill in both weapons and piloting. In addition they are often skilled in Survival skills, First Aid, Stalking and Hiding. Explorers receive a bonus of + 2 per level on all Piloting, Astrogation and Survival skills, up to and including 20th level. The Prime Requisites for an Explorer are *Quickness* and *Agility.*

4.2
TECHNICIANS

The following professions use skills relating to the actual repair and construction of mechanical and electrical devices. Although they have access to Research/Design skills, that is not their specialty.

Systems Tech: This profession specializes in Mechanical and Power systems — including ship drives and reactors — and receives a + 2 per level (up to and including 20th) when engaging in repairs or construction in those areas. Prime Requisites for the systems Tech are *Memory* and *Agility.*

Electrical Tech: Electrical Techs concentrate on Computer systems, all non-weaponry electronics large or small, and all Robotics repair and construction. Eletrical Techs receive a + 2 per level (up to and including 20th) when using Electronics Technics, Computer Technics, and Cybernetic Technics skills. Prime Requisites for the Electrician are *Memory* and *Reasoning.*

Arms Tech: These Technicians have a special aptitude not only for repairing and building hand arms, but mounted weaponry, fire control systems, and associated gunnery equipment. Arms Techs receive a + 2 bonus per level, up to and including 20th, when using Mechanical Technics, Electronics Technics, and of course, Weapons Technics skills. Prime Requisites for the Arms Tech are *Memory* and *Agility.*
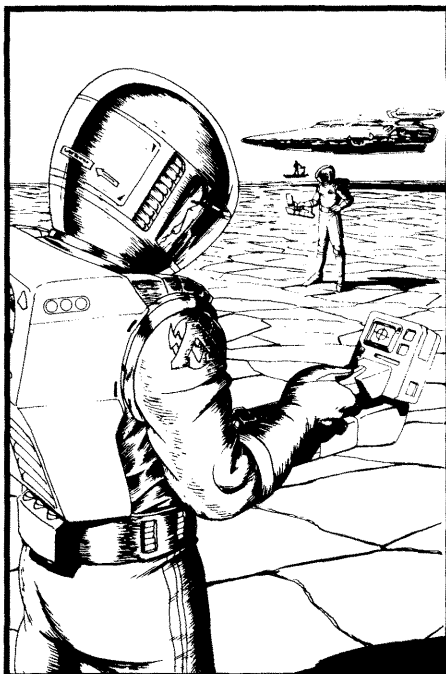
4.3
RESEARCH SCIENTISTS

The professions listed below are less adept at field work than research and design skills. They have easiest access to Scientific Skills.

Researcher: The general Academicians, Researchers embrace the full range of physical and social sciences, with the exception of Engineering, Medicine and Computers, which are huge realms in themselves. Researchers gain + 1 per level in all Scientific skills except Psychology, Medicine, Medical Practice, Genetics and Cybernetics. The Prime Requisites for the Researcher are *Intuition* and *Reasoning*.

Physician: The role of the Physician in *Space Master* includes more than ever before. They possess an aptitude not only surgical and diagnostic skills, but also Cybernetics and Genetics. Physicians gain + 2 per level in First Aid, Psychology, Medicine, Medical Practice, Cybernetics and Genetics, as well as Medical Technics and Genetic Technics. Prime Requisites for the Physician are *Empathy* and *Reasoning*.

Engineer: While Engineers have access to the Technic skills, their concentration is more able to analyze and understand new and unknown items. Engineers gain + 2 per level in all Engineering skills. Prime Requisites for the Engineer are *Intuition* and *Reasoning*.

4.4
FIELD SCIENTISTS

The next three professions combine the abilities of a research scientist with aptitudes in combat and Astronautic skills.

Criminologist: Those choosing this profession can fall on either side of the Law, being either masters of the technologies of committing crime (devices to forge, infiltrate and pick locks) or to deter and apprehend criminals. Criminologists receive + 2 per level in Crime Technics, Scanner Analysis, Forgery and Counterfeiting, as well as the Secondary skills of Drug Tolerance, Falsification, Seduction and Subduing. The Prime Requisites for a Crime Tech are *Agility* and *Intuition*.

Medic: Combining First Aid skills with those of Medicine, Cybernetics and Genetics, Medics have basic aptitudes in the field of Medicine, though they concentrate more on field medicine (minor surgery, emergency medic treatment, etc.). Medics receive a + 2 per level in Medical Technics, Cybernetic Technics, First Aid, and Medscanner analysis. The Prime requisites for a Med Tech are *Memory* and *Empathy*.

Planetologist: With aptitudes in survival and other field skills as well as Planetology and related sciences, Planetologists often serve with field archaeological teams and Survey parties. Planetologists receive a + 2 bonus per level in Planetology, Scanner Analysis and the Xeno Scientific skills of Biochemistry, Botany, Zoology, History, and Anthropology. The Prime Requisites for a Planetologist are *Reasoning* and *Empathy*.

4.5
COMMUNICATORS

Communicators are a broad category of Presence oriented individuals, ranging from actors to diplomats and politicians. The category includes three professions.

Administrators: are well-versed in managerial, diplomatic, and/or political skills. In addition they are often skilled in various aspects of research science and psychology. They receive a bonus of +3 per level in Administration, Diplomacy, Public Speaking, and Psychology. Their Prime Requisites are *Presence* and *Empathy*.

Entertainers: This profession may specialize in acting, singing, dance, music, or any other performance art form. They receive a bonus of +3 per level in the one art form they choose as their specialty, as well as any two related skills (as determined by the GM). Their Prime Requisites are *Presence* and *Empathy*.

Theologists: These beings are skilled in evangelism (or their own cultural equivalent), counseling, and theological history. They receive a bonus of +3 per level in Religion (their own), +2 per level in History (General and/or their own), Psychology (their own), and Public Speaking, and +1 per level in Seduction (Emotional only, unless the Religion encourages otherwise). Their Prime Requisites are *Presence* and *Intuition*.

4.6
TELEPATHS

Telepaths: A special profession, a Telepathic PC has the option of not only choosing the profession of True Telepath, but being a combined profession, such as Explorer/Telepath. For detailed rules on these professions, refer to Sections 4.1-4.5.

True Telepath: This profession is devoted solely to the powers of the mind those who are True Telepaths have access to all Psion lists. Prime Requisites for True Telepaths are *Self-Discipline* and *Presence*.

Semi-Telepath: When this option is chosen, the Semi-Telepath may replace two categories of Semi-Telepath development point costs *(Maneuvering in Armor Skills, Weapon Skills, General Skills, Special Skills, Combat Skills, Astronautic Skills, Technical Skills, Scientific Skills, Engineering Skills — or, GM's discretion — Secondary Skills)* with the development point costs of the other profession, reflecting a better aptitude in those skills. His Prime Requisite is based upon what Field of Telepathy he chooses. Part IV should be carefully read before development of a Telepath or Semi-Telepath is attempted. Note that Semi-Telepaths do *not* receive the per-level skill bonuses that the regular full professions do.

Base Field	Prime Requisites
Visions	Self-Discipline, Intuition
Alteration	Self-Discipline, Empathy
Control	Self-Discipline, Presence
Self-mastery	Self-Discipline, Presence

Note: *Normally Semi-Telepaths use the Secondary Skill costs for True Telepaths.*

EXPERIENCE AND ADVANCING LEVELS

"No pain, no gain."

Slogan of the Pre-spaceflight
Wellness Philosopher "Soloflex"

Each character in a fantasy role-playing game has a "level" that represents how capable he is. Characters become more powerful and skilled by advancing levels as they gain "experience". Experience is represented in play by *experience points* which the GM awards to characters for certain activities and achievements. Normally, a character starts play as a 1st level character, and his level increases as he acquires experience points; it increases when his experience point total reaches certain totals, as explained in Table 5.2.

5.1

EXPERIENCE GUIDELINES

The rewards derived from role playing are many, and among these, experience point accumulation is probably the most graphic. It is a significant factor under most SFRP systems. Unfortunately, the goal of the adventurer often proves to be the bane of the GM, especially in cases where the computation of points is time-consuming.

These guidelines are aimed at providing a workable, balanced approach which rewards those who have actually derived the most experience from an adventure without creating situations where the GM must make too many or overly subjective decisions.

The suggested experience points awards are guidelines; the GM should feel free to modify them whenever common sense indicates that they are out of line.

The GM may total and reward experience points at any convenient time. This usually occurs at the beginning or end of a session of play.

The Experience Guideline Table — The basic point values for certain experiences are given in Table 5.2. They are the normal rewards and are subject to modification as a result of circumstance. The experience multipliers reflect the "uniqueness" and the learning value of a given event or action and may act to significantly increase or decrease the norm. They should be applied to all standard experience values (where applicable).

To calculate a player's experience points, simply find the number of points he or she receives from each experience point category and then (1) apply the relevant bonuses; (2) use the multipliers to get an adjusted figure in those categories

where the experience was unique or routine; and (3) add the adjusted totals to get the experience sum awarded. The GM may wish to install his on categories or bonuses if needed (e.g., "quest points" or "miscellaneous points").

A routine experience is one where the acting character has employed an idea, maneuver, method, etc. of a nature which has become "common" to him or her. this includes situations where the character has frequently traveled a certain route, kills a specific creature on a frequent basis, always uses a Psion in a given fix, or has a given religious experience periodically.

Experience Point Multipliers — All of the experience point guidelines given in Table 5.2 may be multiplied by 5 if the activity has never been performed before by the character, by 2 if the activity has only been performed once before, and by 1/2 if it has become routine.

Negative Experience Points — Negative points can be awarded in the GM feels that the actions of a character demonstrate a regression in the learning process. These cases should be rare, if they exist at all.

In the rare case when negative points awarded bring a character's experience point total below the minimum for his level he loses all benefits earned for that level (Resistance Rolls and combat bonuses), although he retains his acquired skills. Skills currently being learned and stat gains are not acquired until he reaches the *next* level.

Miscellaneous Points — Most of the experience point guidelines concern action in a tactical situation (i.e., a situation involving detailed and precise activity usually under time constraints, such as fighting, maneuvering and exploring). It is more difficult to award experience points for activities and accomplishments in a strategic environment (i.e., less structured than the tactical environment). Travel points reflect the experience gained by traveling through new and stimulating regions. The GM should award miscellaneous experience points for the other strategic activities not involving travel (e.g., figuring out a riddle or clue, planning a successful trip or adventure, etc.).

These points may also be awarded by the GM for events that have special significance to a given character (e.g., having a religious experience, visiting a special place, accomplishing a special mission or goal, casting non-combat Psions, etc.). They are also awarded for any actions or accomplishments that the GM deem worthy of reward.

5.2 EXPERIENCE GUIDELINES TABLE

BASIC EXPERIENCE MULTIPLIERS (relates to specific characters and situations):

1st Time	2nd Time	Subsequent Times	Routine
x5	x2	x1	x1/2

EXPERIENCE VALUES: Exper. Category (and multipliers)	Value	Notes
1) Kill Points Kill points Kill point bonus for own race Kill point bonus for other races Kill points for non-personnel targets Kill point multipliers: 1/10x - foe is unarmed 1/5x - foe is underarmed 1/5x - foe has no opportunity to respond to the attack 1x - foe has comparable arms 1 1/2x - foe has superior arms	#hits + (20 x lvl) 150 100 - 2000 #hits + (10 x AT) with bonus points determined by the GM if justified.	E.g. A human kills another human who is 10th level and takes 75 hits. The victim is worth 375 Kill Points: 20 x 10(level) + 75(hits) + 100(own race). E.g. A Devonian gunship obliterates an armed 1000 hit exploration vessel in a quick battle. It was AT 23. The gunship gunners would share 1230 Kill Points: 10 x 23(AT) + 1000(hits). Add bonus to standard Kill Point value before applying the multipliers. For vehicular battles, Kill Points are distributed equally to all personnel directly involved in the combat at the time of the kill. For personal combat, Kill Points are awarded to the character delivering the killing blow. While in a vehicular unit, experience for Hit Points received are distributed equally among all command personnel. Experience for hits delivered are distributed directly to the persons responsible.
2) Hit Points 1/2x - You are knocked out 2x - Foe is knocked out	1 experience point for every hit you receive **or** deliver. 1 experience point for every hit the vehicle receives **or** delivers.	
3) Critical Points 1/10x - Foe is unconscious 1/10x - Foe is immobilized or disarmed 1/5x - Foe is stunned 1/5x - Foe vehicle is unshielded/sensor blind 2x - In single combat with foe	A Critical = 5 x lvl B Critical = 10 x lvl C Critical = 15 x lvl D Critical = 20 x lvl E Critical = 25 x lvl	These points are given for any criticals inflicted on a foe, regardless of their effect.
4) Idea Points	50% of sum of the group's total points (other than ideas) where one's plan was the reason for the success. If more than one character conceived of the plan, allot equal portions of the Idea Points to each of them.	Calculate the total number of points the members of the group got as a result of the event or action. Divide figure in half, rounding up. This is the group Idea Point total, and should be awarded to the one or more persons who conceived of the successful plan. Where there was no plan (they succeeded through sheer luck or brute force), no Idea Points can be awarded. E.g. A group gains 4000 experience points during a successful excursion planed by two group members. The Idea Point total equals 2000: 4000 x 1/2. Each planner gets 1000 points provided that each made an equal contribution to the plan.
5) Maneuver Points 1/2x - Routine thru Medium 1x - Hard thru Extremely Hard 2x - Sheer Folly and Absurd (extra 1 1/2x - Damaged)	Value is equal to the number of experience points which were generated as a direct result of the maneuver, even if those resultant points were generated by a character other than the one which performed the maneuver. The GM may also award Maneuver Points for unique or daring moves. In this case the GM can consult the following chart. Routine .... 0 Easy .... 5 Light .... 10 Medium .... 50 Hard .... 100 Very Hard .... 150 Extremely Hard .... 200 Sheer Folly .... 300 Absurd 500	Calculate the total number of experience points that resulted from someone's successful, planned maneuver of a truly inspired nature (E.g. Mr. B, the neo-human, is pinned down by hostile laser fire while his commander, Jocko, who is about to be eaten by an ugly carnivore, is in a large pit only 10 meters away. Mr. B sees Jocko's MLA pistol 2 meters in front of him, near some cover. Mr. B braves the fire and tumbles towards the pistol, grabbing and hurling it towards Jocko, while following through with his tumble and getting behind the cover. Jocko catches the pistol and kills the beast at the lastpossible moment. In this case, if Mr. B survived, he would get Maneuver Points equal to the total that Jocko got for killing the ugly carnivore.) If Mr. B's maneuver had allowed him to kill the beast, he would have received the Kill Points, and the Maneuver Points.

5.2 EXPERIENCE GUIDELINES TABLE

6) Near Death Points	One half of your own kill point value.	Calculate the value of the player using the basic Kill Points. Do not use the "own race" bonus. If the player was given a normally mortal wound, but survived, then the player would receive half of his own Kill Point total.
7) Travel Points 2x - Rugged/moderately dangerous terrain 2x - For Astrogator supplying accurate course plot 2x - For Pilot successfully executing all the required maneuvers. 3x - Extremely dangerous terrain/territory	5 experience points for every 10 kms that a character travels while conscious and able to interact with the environment. 1 experience point for every 20 kms of air, sea, or vehicular ground travel. 1 experience point for every 100 LS of N-space travel. 1 experience point for every LY of hyperspace travel. 10 experience points for every successful orbital maneuver.	Calculate a player's travel distance and take great care when applying the multipliers. Do not be concerned with distance accumulated traveling around the house or in a space ship, etc. This value should be a simple approximation based on "travel". Do not award points for travel while asleep, or during induced unconsciousness. Also do not award the points for instantaneous travel like teleportation. Hypershunting can not be modified due to travel through dangerous territory because it occurs in an alternate and impartial universe.
8) Psion Points	1 experience point for every power point used by the player.	E.g. Karlson casts a 5th level psion using 5 power points. On top of any other points he may have received as a result of the psion's effects, he is awarded 5 experience points just for casting it. The psions cast must have some purpose; a telepath gets no points for just using all of his points at the end of the day.
9) Research Points 1/2x - Subsequent attempt at same problem 0x - Routine 1x - Easy 2x - Moderate 5x - Hard 10x - Complex 50x - Very Complex 500x - Absurd (Basic experience multiplier is applicable for the scientific skill type used, not the specific problem encountered.)	Experience points equal the % of the total research accomplished in the attempt.	Experience points for research are distributed equally to all persons on the research team. E.g. 500 Research Points are generated in an atmospheric analysis. Two scientists use their skills in a joint effort, so they get 250 experience points each.
10) Modification/Construction Points 2x - Equipment works under field conditions after the initial modification/construction. 1/2x - Equipment works under field conditions only after a subsequent mod/construct. 0x - Routine 1x - Easy 2x - Moderate 5x - Hard 10x - Complex 50x - Very Complex 500x - Absurd (Basic experience modifier for new mods/constructs, only apply to the relevant technic skill used.)	Experience points awarded equal the unmodified dice result rolled for a successful mod/construct attempt.	Modification/Construction points are awarded after the character(s) know that their equipment works under field conditions. Points are distributed equally among team members. This category can also be used for awarding points for successful medical operations.
11) Repair Points 1x - Routine 2x - Light 3x - Moderate 4x - Severe 5x - Very Severe 10x - Extremely Severe	Experience points awarded equal the final unmodified dice result rolled for the completed repair. **ALSO** 1 experience point granted for every damage point repaired on any vehicular (robot, ship, aircraft, etc.) unit.	Repair Points are divided equally among the repair team members.

5.3
A CHARACTER'S LEVEL

The level for each character is determined by how many experience points he has accumulated. A character starts at 1st level with 10,000 experience points. Table 5.5 summarizes which experience point totals correspond to which levels.

Levels have no effect whatsoever on skills, maneuvers or any areas except as specifically stated in the Profession listing. Characters of 20th level and above, however, are generally classified as "Masters" and are usually identifiable amongst a collection of lesser beings by their title, rank and the deference shown then to others knowledgeable of their status.

Level Bonuses — Certain professions derive bonuses from their level. In addition to specific weapons skills, characters in certain professions can accumulate extraordinary knowledge that is generally applicable. This bonus due to level does not increase after 20th level.

5.4
ADVANCING A LEVEL

When his character advances (goes up) a level, a player must perform several actions. He must make"stat gain rolls" to determine if his character's temporary stats rise or fall (see below). His skill ranks increase for the skills which he has been learning and developing since he last advanced a level, and he begins the skill development process once again. To develop a skill, he allocates development points to in in order to increase the skill's

rank. This process is identical to apprenticeship skill development and is described in Sections 3.2, 10.4, and 10.5. Finally, any skill bonuses whose components have changed must be recalculated.

Stat Gain Rolls — Upon reaching a new experience level, a character is entitled to make stat gain rolls to determine if his temporary stats rise or fall. During his adventures, it is assumed that a character's faculties will be exercised heavily, possibly affecting their value. For each stat, roll D100. A roll of 01-04 results in a decrease in that stat of double the indicated number of points (a temporary regression 2-8 due to over-stress). A roll of 05 or higher on a stat that has not yet reached its potential may result in a stat gain. Consult the *Stat Gain Chart* (pg.44), cross-indexing the roll with the difference between the temporary (real) and potential value of that stat; the result is the increase in the affected temporary stat.

Example: Teruk's Empathy is a 57, his potential is 71 (a difference of 14). He rolls a 47, which (on the 12-14 column) yields a +7. His empathy is now 64. He proceeds to his Intuition and rolls again.

Skill Development — Upon reaching a new experience level, a character gains the benefits of skills he has been learning and begins to learn new ones. Provided they have been developing the skills to the satisfaction of the GM, characters are considered to have acquired their skills by the time they reach the next level. At this point they again begin the skill development points they have on the basis of their (possibly) new stats and expend those points to begin to learn skill.

Should a character gain an experience level without having first completed this process (i.e., enough experience points attained to advance two levels), he gains the skills picked at the previous level. For example, if a character gets enough experience to advance 2 levels, he would acquire twice the skill ranks being developed.

Summary — This is a summary of the process usually followed when advancing an experience level.

1) Make stat gain rolls.
2) Receive benefits of skills developed since previous level (if 2 levels advance, double benefits).
3) Receive special level bonuses and modifications; level bonuses; Resis tance Roll modifications due to level.
4) Update Psion lists (if applicable).
5) Expend development points on skills to be developed for next level.

5.5 EXPERIENCE POINT VS. LEVEL TABLE

To begin with, all folk have experience from by-gone days. Thus, the "first level" adventurer begins his wanderings and antics having a base of 10,000 experience points. The followingchart Illustrates the progression from this stage on.

Level	Points Required
1	10,000
2	20,000
3	30,000
4	40,000
5	50,000
6	70,000 *
7	90,000
8	110,000
9	130,000
10	150,000
11	180,000 *
12	210,000
13	240,000
14	270,000
15	300,000
16	340,000 *
17	380,000
18	420,000
19	460,000
20	500,000
21	550,000 *

All of the levels after one attains 20th level cost an additional 50,000 experience points.

* All of the asterisked points denote an increase in the required points necessary for progression.

RACE AND CULTURE

The following section discusses a number of various races from the system point of view. In addition to a variety of humanoids, a few examples of unusual alien races are included.

6.1

SOME HOMINOID RACES AND VARIATIONS

Let us begin this discussion by defining the parameters of the sentient beings that players in the *Space Master* universe will likely encounter. The majority of sentients encountered by the players (or used as characters) will ultimately harken back to Terran stock. Because the *Space Master* universe is so far in our future (about nine thousand years), the old racial connections to Terra will be blurred, as many cultures will have been separated from their forefathers for millennia. If one accepts the hypothesis that ancient alien beings visited earth during man's infancy and transplanted *Homo sapiens* stock to other planets, (and even performed genetic alterations there), then the presence of the subspecies humans can also be justified. In most cases, players will be interacting with hominoids. Hominoids are defined as any being or machine which resembles the classic hominid form. In *Space Master*, the most common hominoids are:

1) Terran humans (that's us), xeno-humans (humans of other worlds), humanoids (naturally occurring genetic drift mutations).

2) Transhumans (eugenic improvements on the base human), neo-humans (constituting the next natural evolutionary threshold of humanity in general).

3) Alterant Replicants (beings which are genetically altered in the pre-fetal stages), hominid clones (exact duplications), cybernetic organisms (half-hominid, half-machine beings).

4) Androids (sentient machines in hominid form) and any other sentient beings with hominid configurations having a hydrocarbon based physiology. This latter classification of the hominoid is the source of the most "alien" of creatures that one will find in *Space Master*, as their evolution and technological development would be incomparable to human standards.

6.11 TERRAN MUTATIONS

This division includes hominoids derived from basic Terran stock races. Minor natural mutations may have occurred due to genetic drift and environmental demands.

Humanoid I: A once-human population which has been influenced by heavy gravity field. This sub-species has therefore developed more bulky and powerful muscles, but their mental abilities, reflexes, and agility have suffered due to other environmental effects. The conquering Terrans have found this type of humanoid appropriate for heavy labor and warrior-related purposes.

Humanoid II: A race which has become quicker and more agile than average, but perhaps not as strong as the stock specimens.

Humanoid III: A highly intelligent hominoid race whose muscle and bone structures have atrophied somewhat. When Humanoid III's are integrated into normal human societies, they excel in the research sciences.

6.12 TRANSHUMANS

Another mutation type is known as Eugenics. This is a controlled program in which parents are paired over multi-generational spans to reinforce positive attributes and suppress inferior ones. It is an artificially accelerated evolution. Keep in mind that the examples given below are just that — examples. Many variations are possible, but the GM must keep in mind at all times the necessity for play balance.

Transhuman I: Bred to be fighters, this type is extremely strong, though not particularly agile, and quite stupid.

Transhuman II: Excellent agility and memory for technical systems; understands machines very well. They make perfect technicians and engineers.

Transhuman III: Highly intelligent Eugenics offspring, Transthrees are adapted for research and information maintenance. Many are trained in *Memory Mode.*

Transhuman IV: These beings possess superb Pure Telepath potential, at the expense of other abilities.
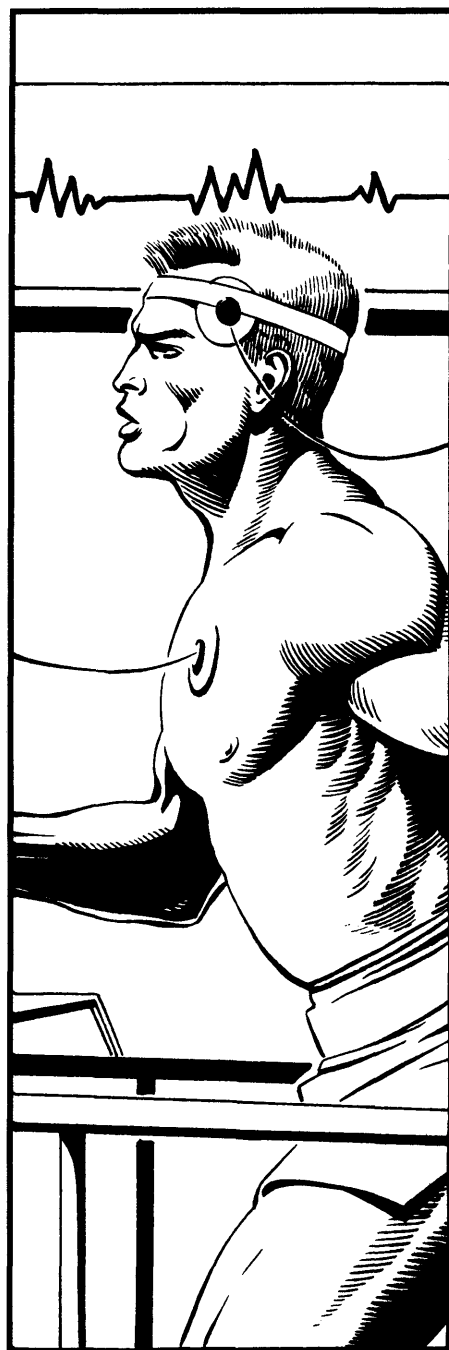
Transhuman V: Billed as the "Ultimate Man" (or woman), this type combines superiority in all abilities. Unfortunately, they almost invariably suffer from a superior ego along with everything else. Fives were used as breeding stock for the Sevens, along with some mental-suppression factors to get the ego-problem in line. They were also useful in the creation of the Twelves, thought to be the true "Ultimate Man", who seem better able to reign in their passions through Self-Discipline.

The first Transfive was a particularly successful individual, Hyatt Kurtez, and is the apparent source of the slang *Hykur* which has since acquired a more vulgar, explicitly sexual meaning.

Transhuman VI: Note the superior abilities across the board, but specific strengths along Telepathic lines, especially Self-Discipline, the mainstay of Telepathic power.

Transhuman VII: These boys (and girls) represent the highest development in muscle and nervous structures. Incredibly strong and yet agile, they are giants among average humanoids. TranSevens easily find employment as bodyguards and mercenaries and are also famous for mindless loyalty. 'Mindless' is the operative word, for though they can think — and so act — quickly given simple parameters, higher thought processes are generally beyond them.

Transhuman VIII: This type possesses a fully functional set of gills in addition to normal humanoid lungs. Strong, permeable tissues allow this type to live comfortably underwater for indefinite periods at a depth of up to 1000 meters (Terran standard sea pressures) and swim to depths of up to 6,000 meters.

Transhuman IX: The TransNines are an improvement on the Transhuman IV's, equipped with more Telepathic flexibility, and no statistic drawbacks. Variant types have superceded the Transthrees.

Transhuman X: Bred to be Technicians, these possess an intuition and agility especially useful when dealing with machines.

Transhuman XI: These are more versatile in their designated field than the 'generic' results (the Transhuman III).

Transhuman XII: The new "Ultimate Man"

6.13 ALTERANT REPLICANTS

Alterant Replicant is the name given to the products of a radical departure from standard breeding techniques, where the pre-fetal organism has its genetic material altered to create a new being. Almost invariably the the resulting Replicant is sterile, though more recent and specialized products are capable of reproduction. In these latter cases the offspring reflect the genetic alterations. As one can probably surmise from the Alterant Replicant production method, a producer needs a good base stock of genetic material in order to create the best modifications. As a result, there is a bustling Black Market for excellent (and unwary) genetic specimens.

As with the Eugenic mutations, keep in mind that the types below are just general guides; other specialized types are available — but play balance remains an important factor.

Note that while Replicants are in general more resistant to poison and disease, they are highly susceptible to certain viruses.

Type I: Excellent Armsman or Astronaut, though not given to creative thinking. Often equipped with additional physically-related abilities.

Type II: Can be bought complete with data on many systems pre-programmed. Unsurpassed Tech, though not useful when dealing with unfamiliar equipment.

Type III: Often an aide or assistant, this type is usually trained in Memory Mode (see special abilities).

Type IV: Sometimes called the 'basic pleasure model', this type is employed for personal recreation. They are invariably endowed with superior appearance and often specially skilled.

Type V: It is inevitable that any given technological breakthrough that may help mankind will eventually become twisted in the extreme. Such is the case with the Labor model of the Alterant Replicant. This being's creative and intellectual thought processes have been retarded so that he may be used as the ultimate source of inexpensive labor. This model's presence is morally repugnant to many societies.

6.14 ANDROIDS

Inevitably, someone will want to play a character Android, so why not go ahead and nip the problem in the bud? First let us draw the distinction between Android and Robot: an Android is built to resemble closely a humanoid (or other race) being. Androids by the time of **Space Master** are so well constructed that a Multiscanner (or similar probe device) is required to tell the difference. Advances in synthetic materials and molec-circuitry allow for such luxuries as heat units to warm the skin, and pseudo-vascules pumping fluids to simulate blood flow, etc. Eyes and mouth are moist; body hair articulated, etc.

Robots, on the other hand, tend to be more specialized, less flexible, and do not resemble living beings in the least.

Robots come in a variety of forms, and their only real defining features are that they are usually mobile, and possess manipulative limbs. Player-character Robots are discouraged because of their great differences from most humans.

Android player-characters, if allowed, should be very rare indeed, for a machine capable of independent thought would have to be self-programming and extremely sophisticated. Many cultures would find the concept distasteful or even frightening; they might even be outlawed in some places. Androids would be able to gain experience, but only their mental statistics would have normal Temp and Potential Factors. Physical stats could only be improved by alteration at a service facility. Thus, they might start out ahead of human PCs, but advancement would be minor. The acquisition of funds would allow for better programming and 'parts', however, so the Android could improve itself by leaps with the right facilities. Also, being self-programming, it could 'learn' many skills, such as piloting, weapons, languages, etc. It would suffer critical hit damage on the normal tables, though it may be allowed some protective bonus due to superior structure, etc., at the discretion of the GM.

6.2 ▬▬▬▬▬▬▬▬
SOME ALIENS

While some of these races might superficially resemble *Homo Sapiens*, all are essentially different races from the various subgroups falling under the general distinction of 'human'.

6.21 ALTHA

Racial Origins: Possibly descended from the original Sianetic Harbinger Race known as the Luar. Confirmation of this possibility awaits Imperial analysis.

Favored Ecosystem: Warm, humid to temperate environments. The Altha seem well-suited to hot, rainforest-like ecosystems.

Political Structure: Tribal structure ruled by the eldest male with bi-colored eyes (one blue, the other violet). Females do not seem to inherit this trait, and only one in about 100 males does. The tribe usually numbers between 50 and 300 total in 5-30 "Homes".

Social Structure: A male-dominated culture, in which the males outnumber females by nearly two to one. Curiously, females are respected as equals in all aspects of life (they hunt, farm, etc.) until they become noticeably pregnant. The father's identity is apparently irrelevant (and could, by all indications, usually be one of many candidates). The woman then retires to the home of her mother to a life of domestic chores until the child is born. Children are raised in the Matriarchal home until they reach adolescence, at which time they choose any one of several "Homes" in the tribe (not their own) to live in. They are free to change as often as they please. While in the home they contribute to the well-being of that home-group. Although the homes are Matriarchal in basis, males of the group are most often in charge.

Though their minds seem well-organized and their brains highly evolved, Altha appear to be a simple, emotion-driven people. Friendly and affectionate (unless physically threatened) they lead an almost utopian existence.

Military Structure: Altha tribes never come into conflict, and so have no 'military'.

Currency: Barter is used in the rare case that any trade takes place.

Language: Communication is almost exclusively Telepathic, accompanied by occasional vocalizations for emphasis. Altha males apparently have more than communication skills as well. It has been hypothesized that the bi-colored-eye Altha inherit the most formidable powers, thus the basis for their rule.

Appearance: Unusually homogeneous, the Altha uniformly possess brown skin (similar to descendants of Old Terra's Indian subcontinent, or darkly tanned caucasians) and straight coal-black hair which grows very thickly on the scalp and is usually worn short and fanned straight out from the scalp. Neither sex has any other body or facial hair whatsoever. Eyes are slit-pupiled and deep blue, with the occasional male violet-eye aberration. The violet coloring is quite vibrant and cannot be missed. Altha eyes also possess a thin, transparent inner lid which screens certain ultraviolet radiation as well as dust and impurities. It is barely noticeable when closed. Men average 175 cm and appear slender, though dense bone and muscle structure cause them to mass more than would be expected. Women are slightly smaller. Hands and feet are six-digited, with fingers and toes slightly longer and more slender than humanoid average.

Ears are small and more rounded. In general the Altha are very attractive humanoid specimens, all having soft, youthful features and graceful bodies. Illicit slave traders are combing the Frontier for the Althan planet.

Housing: The Altha "Homes" are usually no more than large huts of thatch and woven fronds. In some regions they are actually wood or stone structures, but this is unusual. Areas within the hut are divided by crude, bulky hangings.

Diet: Mainly vegetarian supplemented with small game and fish. The Altha are primarily hunter-gatherers, only making a half-hearted attempt at agriculture.

Worship: The Altha have no recognizable religion, though there are a few mystical aspects of their lives. Data is still scanty, but according to observation and reports, Altha do not age past a post-adolescent stage (about Terran Human age 18-22). However, at age 39 (the number three has significance for the Altha — and they also keep careful track of birthdays) the Altha is given a feast, and must eat a certain fruit which causes swift (and apparently painless) death. They seem not to fear death at all, though they have no concept of 'afterlife'.

One other interesting aspect of Altha mysticism is that they are awaiting the arrival of a 'king' to rule all the tribes. Both of his eyes will be violet.

ALTHA: SYSTEM NOTES

1. All Altha possess the equivalent of Special Abilities 1, 2, 4, and 8, (pg. 49) with no penalties. See also the *Racial Statistics Chart* (pg.31) for Stat modifiers.
2. Consider all Altha to have unlimited Telepathic communication skills with a range of up to 50 meters. Some have a longer range. Bi-colored eye males also often possess *Voice, Mind's Truth, Mind's Eye,* and *Mind Assault* to as high as 20th level.

6.22 K'TA'VIIR

Although these rare and reclusive humanoids are said to refer to themselves as the K'ta'viiri, the recent discoveries seem to confirm what Sociohistorians have suspected for some time: they are the remnant of the Imperial Race of Luar: the High Old Ones who ruled the galaxy hundreds of centuries ago. Most data listed here for these beings (beyond the obvious) is supposition and conjecture.

Racial Origins: Perhaps these are of the Luar. Careful study would be necessary to determine the truth with any certainty.

Appearance: Identical in every way to the Altha, with two exceptions: height for the males is around 195-200 cm (considerably taller than average) and all possess matching violet slit-pupil eyes. No female K'ta'viiri have ever been seen.

SYSTEM NOTES

1. All K'ta'viiri possess the equivalent of Special Abilities 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 12, and 15 (pg. 49) with no penalties. See also the Racial Statistics Chart (pg. 31) for Stat modifiers.
2. Consider all K'ta'viiri to have unlimited Telepathic communication skills with a range of up to 50 kilometers. Some have a longer range. They also possess other Psionic skills of undetermined power and scope.

K'ta'viiri player-characters are strongly discouraged, as they are exceptionally rare and abusively powerful individuals. They also are rather mysterious beings of cloudy origins best left somewhat uncertain. However, they might make interesting shady NPC opponents — or even Mentors (of equally mysterious motives).

6.23 IDORIANS

The Idorians, though vaguely humanoid in appearance, scorn all official contact with the Terran Empire, and rarely deal with other humans at all.

One organization which includes a number of Idorians is the League of Merchants. The more sinister League operations frequently have Idorian coordinators.

Racial Origins: In keeping with their suspicious nature, the Idorians guard the location of their Homeworld jealously. Imperial Intelligence places it somewhere in Frontier Zone 10 or 11, but no more is known (publicly). Racially the Idorians are unmistakably Terran in origin, but mutations over hundreds of centuries have created strong variations.

Favored Ecosystem: It is hypothesized that the Idor home star might be a red or white dwarf, providing little visible light, but substantial x-ray radiation. The Idor prefer very dim environments, and remain indoors whenever possible.

Political Structure: The Idorian Empire is reputedly absolute and militaristic in the extreme. A dynastic emperor has ruled Idor for thousands of years and the situation shows no sign of changing. Local government is administered by noble families, under the supervision of Imperial representatives.

Social Structure: Social standing is heavily dependent upon genetic background. Royal and noble families are supported by a large class of 'commoners'.

Military Structure: Large and well equipped, the Idorian military is theoretically the tool of the Emperor, but individual ships and task forces are controlled by young men of noble families. Because of this they often act independently, prowling the Imperial borders seeking personal glory from unauthorized raids.

Language: Idorian is a guttural language of little subtlety. Most Idorian nobles learn Imperial Standard, with a thick accent.

Appearance: While clearly humanoid, the Idorians have some noteworthy differences. Because of the high concentration of certain metals other than iron in their diet, Idor have a light bluish complexion. They have very little melanin, which also contributes to their intolerance of ultraviolet light and their pale complexion. Idor have light blonde to white hair and pale blue eyes. They are much taller than most Terrans, the males averaging over 195 cm (6'6") and are very slender.

Diet: Omnivores, the Idor indulge in a wide variety of foods. They particularly enjoy a certain native beef-like meat served raw.

Demeanor: Haughty, short-tempered, vain and intolerant of all species but their own, the Idor are a thorn in the Emperor's side and a threat to houses near the Coreward Frontier Zones. They are infamous for their lack of respect for life (including others of their own race) and property.

6.24 SNEE

The Snee are easily the most frighteningly hideous creatures thus far encountered by humankind. Looking like something between insect and lizard, with dark, glistening skin, they are powerful, clever, and absolutely hostile to all humanoids.

The Snee are so alien that "hostile" may not be the right word. They seem to regard humanoids as something between food and and annoying intruder. Details of Snee society and physiology are few and inconclusive. Few Terrans are eager to learn more.

Racial Origins: Somewhere in Frontier Zone 15 lies the Snee Homeworld, shrouded in the Omicron Nebula. The exact nature of the Snee physiology is uncertain, as no specimens have been recovered even reasonably intact. It is believed, however, that these creatures resemble Terran insect forms in many ways.

Favored Ecosystem: Hot, moist environments rich in oxygen seem to be the preference of the Snee (at least, that is the atmosphere of the one recovered Snee craft).

Political Structure: Consistent with the idea that the Snee are an insectoid race, it is believed that they are actually five tribes (or 'hives'), each ruled by a "Queen". No more of the structure is known — even the sex of the ruler. In fact, there is some evidence that the Snee warriors are female, and the Hive leaders are male.

Social Structure: Essentially (as far as can be determined) the same as the political structure.

Military Structure: Again, this parallels the Political structure. The mentality of the Snee seems to consist of 'expand and conquer.' Their race is slowly moving closer to Imperial borders, and the Emperor will not be able to ignore this growing threat much longer.

Currency: Unknown.

Language: Although their native language is believed to be a complex assortment of high-pitched titterings (some beyond humanoid hearing), there are documented incidents where they have spoken clear Imperial Standard (Anglaman).

Appearance: In a word, monstrous. Dark grey to black in color, they have a very tough exoskeleton covering most of their long, jointed body. All encountered have worn some sort of harness which not only carries a variety of weapons, but also gives off pulses of warm mist which periodically engulf the wearer. Standing between 2 and 2.25 meters tall, they possess six limbs, each of which sports a manipulative hand/claw of four digits (one opposes the other three). The middle pair of limbs are smaller than the upper and lower pairs, and are rarely used. the lower pair are largest and strong, the "legs" used for walking upright. The upper pair are very agile, long and strong. The head is ellipsoidal with a long tongue and deadly mandibles. Antennae sprout from the top, and a pair of long faceted eyes, one on each side, allow for a wide range of vision. In many ways they resemble huge ants walking upright, though more anthropomorphic.

Housing: Unknown.

Diet: Exclusively carnivorous, the Snee are known to eat humankind.

Demeanor: In many ways the Snee mentality is incomprehensible to Terrans. They are coldly calculating, and kill without apparent malice but with equal lack of regard for life.

Snee exoskeletons should be treated as AT 12. Their hand/claws are extremely strong and capable of tearing through light steel. Although they prefer high-pressure, oxygen-rich environments, the Snee have been known to survive over an hour in complete vacuum. Quick, agile and strong, they are unstoppable warriors. Snee ships are small but powerful and have a knack for striking without warning. Intelligence suggests that they are equipped with some form of stealth "cloaking" ability.

6.25 AOEMARANS

The Aoemarans, while physically bearing absolutely no resemblance to mankind, have a mental outlook surprisingly similar. To all appearances, the average Aoemaran is a blob of protoplasm about two kilos in mass, semitransparent and bluish. Aoemarans themselves, while somewhat mobile, possess virtually no manipulative abilities and would certainly never have progressed to their current evolutionary level without their unique parasitic/symbiotic abilities. Long ago the Aoemarans evolved into creatures which could infuse themselves into a "host" body (preferably one with manipulative abilities), take control of the host and utilize its form. The resident Aoemaran gained nourishment from the the host's bloodstream, and in return was able to effectively fight infections, heal wounds, and provide a number of other helpful compensations. This was originally done with nonintelligent creatures on the Aoemaran Homeworld, but as the race developed starflight and met with other beings, they learned that the same results could be achieved with intelligent humanoids, while maintaining a cooperative rather than dominating relationship. Some humans find the whole idea disgusting and revolting, while others welcome the intellectual intimacy — not to mention the physiological benefits.

Racial Origins: Zosma VI [-45,21,-25] is the Aoemaran Homeworld. They have Minor Clan status under Imperial Supervision.

Favored Ecosystem: The Aoemaran favored ecosystem is a healthy host body. They are very resilient, however, and can survive for short periods in almost any environment.

Political Structure: Aoemarans have a vaguely democratic form of government, though it is (apparently) very informal. Aoemarans have a highly developed sense of honor and respect for other life forms and intelligences.
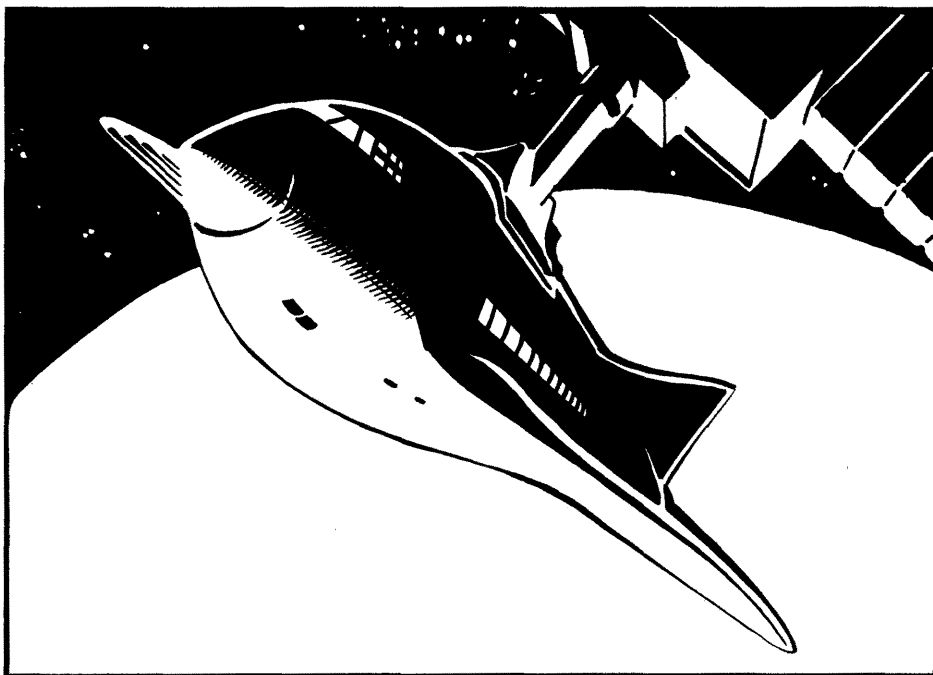
Social Structure: None apparent.

Currency: Imperial or Provincial monits when necessary.

Language: Aoemarans are Telepathic, though with a very limited range (no more than 3 meters, preferably touching).

Appearance: As noted above, Aoemarans are protoplasmic creatures massing between 1.75 and 2.25 kilograms. Semitransparent and amorphous in form, they are able to move very slowly on their own and penetrate most tissues and semi-solid materials through osmosis.

Diet: Protein and carbohydrate requirements for Aoemarans are very similar to those of most humanoids, thus they are able to gather nutrients from a host body.

Demeanor: Always polite, friendly and respectful, Aoemarans are very logical yet compassionate beings. Their curiosity is vast but tempered with caution. They seem to regard humankind as somewhat impetuous but gifted youths.

SYSTEM NOTES

As noted above, Aoemarans prefer to inhabit a willing intelligent host, with whom they can freely communicate Telepathically. Once inside a host, the Aoemaran is able to extend itself, spreading throughout the body to be hardly noticeable as extra mass. It is able to close any bleeding wound and hold it so until it heals naturally (and the wound will do so without scarring). Aoemarans are even able to replicate most organ functions for up to 10 days should the natural organ be damaged or destroyed (only one organ, however — and not the brain).

They can hold a broken limb in place, protect burned tissue and even act as muscles for a short period. Once again, this ability is limited; the little Aoemaran is only 2 kilos, can only do so much at a time, and only so well! They can neutralize any poison with a 100 bonus, and are able to stimulate the host immune system to ward off bacterial and viral infection at +100. Aoemarans can — in an emergency — take control of the host body, though clumsily. They also allow a +50 RR vs stun effects. Able to perceive through the host's senses, the Aoemaran is cognizant of the outside world. They require no sleep (a condition of the host which they find endlessly fascinating and inexplicable).

Caught outside of a host, Aoemarans are AT 4 (-80) and are able to take about 20 hits. It isn't that they are hard to "hit"; they are hard to really damage. Inside a host they are virtually impossible to hit.

An Aoemaran character is certainly an acceptable idea — provided they player is willing to maintain the ever- conscientious and selfless Aoemaran attitude. He had better get along with the host player. Allowing a player to have an Aoemaran NPC is somewhat more tricky, as there is a danger of the Aoemaran turning into a "familiar", who is just around to heal the character and give information. This should be avoided; while they are considerate and cooperative, Aoemarans are separate intelligences with their own free will.

6.26 WIHR-KOHL

Mysterious, amorphous beings, the Wihr-kohl contact humans only when they choose — and then in their own limited way. Apparently unbound by conventional restrictions, they are formless creatures, perhaps of pure energy, who travel the galaxy at incredible speed on errands no more comprehensible than their form.

Racial Origins: Supposedly the Wihr-kohl originated on a gas giant in the Gamma Donzas system (Frontier Zone 19) but that is merely the location of the first contact with one.

Favored Ecosystem: Unknown.

Political Structure: Unknown.

Social Structure: Unknown.

Military Structure: Unknown; believed to be none.

Currency: Unknown; believed to be none.

Language: Telepathic, though the Wihr-kohl communicate in metal pictures, which are sometimes difficult to interpret.

Appearance: A cloud of sparkling, shimmering gas which can vary is size from one to 50 cubic meters. They can take any shape and penetrate any physical or energy barrier. Unconfirmed reports claim that they can assume human form.

Housing: Unknown; believed to be none.

Diet: Unknown. Theories include: solar energy; general electromagnetic radiation; electricity.

Demeanor: Only hostile when provoked, the Wihr-kohl seem rather isolationist in their own way. They apparently have no desire to aid or hinder mankind as a race, but have repeatedly displayed compassion for individuals lost in space or otherwise endangered for reasons beyond their control.

SYSTEM NOTES

Wihr-kohl are essentially indestructible (treat as AT 20 (-150) 500 hits, no criticals) but become 'angry' when attacked. They have been known to deliver the equivalent of the **Thought into Pain** *Energy Channel True* (a considerable electrical charge) when provoked.

Wihr-kohl Player-characters are strongly discouraged; they are simply not appropriate for a campaign.

6.27 TRILOPTERS

Racial Origins: Pulwarin system [-13,62,91]

Favored Ecosystem: Trilopters are in general more environmentally tolerant than humanoids; temperatures of 0° C to 35° do not bother them at all. Protracted stays in temperatures below freezing they find "uncomfortable", but a thermal suit easily corrects the problem. Warm-blooded, they have a very efficient circulatory system. Trilopters do express a preference for warm, humid environments similar to the temperate zones of their Homeworld.

Political Structure: A representative democracy rules all of the Trilopters with shocking efficiency.

Social Structure: All Trilopters are socially equal, though there seems to be a tendency to favor taller (and "more handsome") members of the species. Of course, what one Trilopter finds attractive in another is beyond humans.

Military Structure: Despite their dislike for dangerous situations, this species has a respectable defensive fleet of their own (they are allowed to maintain a fleet despite their Minor Clan status because they are an independently developed race). The Trilopters depend heavily on automation, therefore keeping actual starship crews to a minimum.

Currency: The cosmopolitan Trilopters have shifted entirely to the Imperial Monit for all internal and external transactions.

Language: Trilopter language consists of high-pitched warblings mastered by very few Terrans. They, on the other hand, are skilled linguists and know at least Imperial Standard and Jadic.

Appearance: As noted above, Trilopters have a trinary-based physiology. Their peanut-shaped torso is about 1 meter long, with three leg appendages sprouting from the bottom of the lower swelling. Three equidistant mouths ring the upper half, and above each is a tentacular trunk, above that is an eye on a shorter stalk. The trunks split into three flexible "fingers." 'Lopters have thick, resilient skin (AT 4) of a grey to dark brown hue, and are completely hairless. Their variations of dress are at least as wide as those of humanoids, though they generally don some sort of tunic, belted at the "waist". Technicians of their people wear a harness for holding a variety of 'Lopter tools.

Diet: Trilopters are herbivores, dining on a wide variety of photosynthetic foodstuffs.

Demeanor: No human has ever seen a Trilopter 'get mad'; they seem incapable of any sort of frustration. When they become bored or impatient, they simply go do something else — and cannot be convinced to return to a task until they are ready. For this reason they seem calmly stubborn. 'Lopters are somewhat cowardly, avoiding any sort of combat-related situations when possible. They seem fascinated with humans and enjoy their company, taking delight in imitating their voices. Trilopters have an annoying tendency to talk to themselves (in a three-way conversation) and tell stupid jokes (They claim their humor is beyond human understanding).

6.28 AREED

Like their symbiotic partners, the Eed, the Areed once resided on a very small satellite in the Camelopadi 2 star system (in Frontier Zone 19) which they call *Eafug* and Terrans refer to as *Cleed*. They are multipedal, carbon-based creatures with six prehensile legs and vaguely resemble a cross between the Terran creatures commonly referred to as the starfish and the king crab. Quick, intelligent, and utterly ruthless, they make valuable allies and dangerous foes.

The Areed form bands of 3 to 300 creatures led by a dominant trio of two larger females and a male. Essentially extended families, these bands link with other groups to form clans of 9-900 individuals. Three clans typically inhabit each Eed.

Despite their dominance, the Areed carefully adhere to the unwritten rules underlying their exceptional symbiotic relationship with the Eed. They operate in the vast network of chambers that lie just inside the outer layers of their hosts, moving from room to room through a maze of arteries. These confines are carved out of the dead tissue that forms the bulk of an Eed.

The Areed employ the Eed's raw material stores and energy conversion processes in order to maintain their brutal but sophisticated culture. This culture produces a host of refined, technologically-advanced machines products which permit the Areed to compete against very powerful foes. An Eed is no less formidable than many of the best Imperial warships.

Besides influencing or piloting the movements of the Eed, the Areed can exploit the Eeds' wondrous link with the unified field or the "Essence." While the

Areed cannot tap this fundamental understanding of the fabric forming the theme of the universe, they can merge with the Eed themselves. This involves reclining in special, fluid-filled pockets, and it enables the Areed to travel with the Eed whenever their hosts move via the mechanism of composition transfer. Failure to merge results in the Areed being left behind to fend for themselves in the relative void of outer space.

As the Eed innocently colonized many of the systems near Camelopadi 2, the Areed have sought to establish a dominion in space. They have seized dozens of planets and, while the vast majority of Areed still live within the Eed, many bands have staked out territories on the newly-conquered worlds. Thus, the passing years have brought these deadly sentients into conflict with neighboring races.

Areed are divided into three sexual groups. Two of these groups can bear young, the larger "female" group giving birth to 1-5 "males" or 1-20 smaller "females." In turn, the smaller "females" beget 1-10 of the larger "females." All three sexes are involved in the mating process, regardless of the result.

As with the Eed, Areed young develop within ultra-hard, semi-transparent, resinous eggs, although the Areed actually lay their eggs and the young "hatch" rather than being born "alive." A newborn Areed stands about 20 centimeters in height. The males and smaller females soon grow to a height of about a meter, later "molting" in stages which add about 25 centimeters to their stature. These two groups reach a maximum height of about 2 meters. Large Females, on the other hand, grow in sudden spurts of about 50 centimeters and eventually stand as tall as 3 or 4 meters.

Racial Origins: The Areed are descended from the Shew races of the Camelopadi 2 system and are closely related to the Shew Anion. They are of the same general evolutionary class as the Eed. Their home world is Eafug (Cleed).

Favored Ecosystem: The Areed can adapt to virtually any ecosystem within seconds or, in some cases, minutes. They cannot, however, exist unprotected in environments of less than .03 Atmospheres or greater than 300 Atmospheres. Their favorite environment seems to be a high-gravity world with distinctly solid ground and a relatively modest gas atmosphere containing large concentrations of carbon-dioxide, nitrogen, and hydrochloric acid.

RACIAL STATISTICS CHART

Natural/Mutations	St	Qu	Pr	In	Em	Co	Ag	SD	Me	Re	Ap	SlDp	StDt	RecMp	StLng	TyHtD	MxHts	Ess.	Chan.	Men/Tel	Pois.	Dis.
Human	+5	0	0	0	0	0	0	0	0	0	0	12	0	1x	2	D8	120	-50	-50	0	0	0
Neo-human	+5	+5	+5	+5	+5	+5	+5	+5	+5	+5	+5	12	-1	1x	3	D8	130	-25	-25	0	+	+5
Humanoid I	+10	+0	-10	+0	+0	+10	-5	-15	-5	-5	+0	12	0	.7x	2	D10	150	-20	-20	-10	+0	+0
Humanoid II	-10	+10	-5	+0	+0	+0	+10	-20	+0	+0	+0	12	0	1x	3	D10	120	-20	-20	-10	+0	+0
Humanoid III	-10	+0	+0	+10	+10	-5	+0	-5	+5	+10	-10	12	0	1.5x	5	D8	100	-30	-30	+0	-10	-20
Eugenics Products																						
Transhuman I	+20	-5	+10	+0	-10	+20	-5	-5	-5	-10	+5	10	-1	.5x	2	D10+1	180	-50	-50	-20	+15	+15
Transhuman II	+0	+15	-5	+15	-5	-5	+20	-5	+10	+5	+0	10	-1	.7x	3	D10	150	-50	-50	-20	+10	+10
Transhuman III	-5	+0	+0	+5	+0	-5	+0	-5	+15	+15	-5	10	0	1x	6	D8	130	-50	-50	-10	+0	+0
Transhuman IV	-5	-5	+5	+5	-5	-5	+0	+30	+5	-10	+10	10	0	1x	4	D8	120	-50	-50	-20	+0	+0
Transhuman V	+15	+15	+15	+0	+0	+20	+15	+5	+15	+10	+10	12	-2	.5x	4	D10+1	180	-30	-30	+0	+20	+20
Transhuman VI	+10	+10	+10	+5	+5	+10	+10	+20	+10	+10	+10	10	-1	.7x	4	D10	150	-50	-50	+10	+10	+20
Transhuman VII	+25	+15	+15	-5	+25	+25	15	+10	+0	-5	+10	12	-1	.25x	3	D10+2	210	-50	-50	+0	+20	+25
Transhuman VIII*	+10	+5	+5	+10	+15	+0	+10	+15	+5	+10	+0	10	0	1x	4	D10	150	-50	-50	+0	-10	+0
Transhuman IX	+5	+0	+10	+20	+20	+20	+0	+30	+30	+20	+0	10	0	1x	4	D8	120	-30	-30	+20	-10	+0
Transhuman X	+5	+10	+5	+30	+0	+5	+20	+5	+15	+20	+5	8	0	1x	3	D8	120	-50	-50	-10	+0	+0
Transhuman XI	+5	+10	+0	+20	+10	+5	+5	+10	+25	+15	+0	10	0	1x	6	D8	140	-50	-50	+10	+0	+0
Transhuman XII	+15	+10	+15	+5	+20	+20	+10	+20	+15	+10	+20	12	-4	.5x	6	D10+1	180	-30	-30	+30	+20	+20
Replicants																						
Type I	+20	+0	+5	+0	+10	+10	+20	-10	+0	+0	+0	2	+4	.5x	3	D10+2	200	-50	-50	-20	+30	+30
Type II	+0	+0	-10	-5	+20	+0	+20	-20	+0	+20	+0	2	+5	.5x	5	D10	130	-50	-50	-10	+10	+10
Type III	+0	+10	+5	+0	+0	+0	+0	-10	+20	+10	+5	2	+5	1.5x	8	D8	100	-50	-50	+10	+10	+10
Type IV	+5	+5	+20	+10	+5	+5	+5	-20	-10	-10	+30	2	+5	1x	3	D10	120	-50	-50	+0	+10	+20
Type V	+0	+0	-10	-15	-20	+0	+0	-20	-20	-20	+0	2	+4	1.5x	1	D8	100	-50	-50	-20	-20	-10
Aliens																						
Altha	+15	+15	+20	+10	+10	+20	+15	+20	+15	+15	+25	10	-3	.5x	3	D10	150	+30	+30	+20	+20	+50
K'ta'viir	+20	+20	+25	+10	+10	+25	+20	+10	+15	+20	+25	10	-3	.5x	5	D10	150	+40	+40	+30	+30	+50
Idorians	-10	+10	-5	+0	+0	+0	+10	-20	+0	-10	+0	12	0	1x	3	D10	120	-20	-20	-10	+0	+0
Snee	+30	+20	+20	+0	-20	+20	+10	+0	-5	+5	-80	5	0	1x	2	D20	250	-50	-50	+20	+20	+30
Aoemarans	-90	-60	-50	+10	+30	+20	-5	+10	+15	+10	-50	10	0	.1x	5	D4	60	-50	-50	+30	+100	+100
Wihr-Kohl	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?	?
Trilopters	+20	+10	-15	-10	-10	+5	+0	-5	+0	+0	-20	10	0	1x	4	D8	120	-50	-50	+0	+10	+10
Areed	+10	+5	-10	-10	+10	+10	+10	-10	+0	-5	-50	10	0	1x	2	D10	150	+0	-50	-20	+10	+30

Notes:

* Denotes special ability in addition to stats given.

All bonus are cumulative with other modifications.

1. The Transhumans VI — XI are Kashmerian developments as a result of thousands of years of work and do not (generally) exist except as Kashmere citizens.

2. The stats given for each Transhuman and Replicant type are somewhat variable; within each type are a number of subtypes with aptitude for specific skills. The stats given should be used as guidelines for understanding the general thrust of each type and not treated as absolutes.

Key:

Soul Departure (SlDp): rounds before the "Soul" of the being departs and he/she/it is no longer revivable. For Androids, this indicates the "death" of the molecutronic brain.

Stat Deterioration (StDt): The number added to any stat deterioration rolls made because of injury or "death".

Recovery Multiplier (RecMp): this is a function of the relative time it takes for the being to heal.

Starting Languages (StLng): The number of languages initially known.

Type of Hit Die (TyHtD): The die used when rolling to determine hits.

Max Hits (MxHts): The maximum number of hits the being can take.

Political Structure: The Areed operate in clans (Ar. "Bew") of 9-900 individuals. Each clan is comprised of three bands of 3-300 Areed. Six Areed clans form a tribe, or "Hew," and thirty-six form a "Shew." There are three Shews, but only one — the Shew Ulreed — is united. This predatory group is the dominant force among the Areed and is led by a triad comprised of the two large females (Uluru and Elere) and the large male (Alara) that lead the Shew's most exalted band. All of the absolutely hierarchical Areed political mechanisms are tied to lineage, and this trio exercises the power of life and death over all their followers.

Social Structure: Areed social conventions are intertwined with their political system. They mate in bonding triads comprised of a large female, a small female, and a male. Each member of the trio is replaced only upon death.

Military Structure: All Areed fight, and even the very young and very old are capable of meeting most of the physical demands associated with combat. Their military organization, like their social structure, is in accord with the political structure.

Currency: The Areed generally employ barter; however, they have a very clear and uniform valuation system. Because they typically reside inside an Eed, Areed also have access to mineral stores that include a host of precious metals and gems (particularly diamonds). The Shew Ulreed have begun using standardized diamonds as currency, distinguishing the values on the basis of three different sizes and colors (clear, pink, and blue).

Language: The Areed are non-verbal creatures. They communicate in three ways: (1) by varying their magnetic force; (2) by using electrical impulses; and — most commonly — (3) by employing minute variations in their infrared profile (i.e., modifying their thermal silhouette).

Appearance: The Areed are multipedal, carbon-based creatures. They have six prehensile legs, which surround a compact but sleek trunk that houses an array of three sensors. Three opposing fingers crown each appendage and enable the Areed to perform very complex manipulative operations. Beside their tactile function, these fingers also serve as visual, aural, and taste inputs. An Areed can see, particularly over the infrared spectrum, with either its sense lobes or its fingers. Tough-skinned and coated with a highly conductive, resinous outer layer, the Areed often emit visual electric charges. They are imbued with a strong

but highly controllable magnetic force and constantly secrete a powerful acidic fluid which flows over their outer surface.

Housing: Most Areed reside in large common areas with an Eed. They rest in small compartments, where they float in highly acidic suspensions of fluid (akin to liquid battery acid). The Areed that live outside the Eed construct similar lodgings using local features or even fauna. Most of these are subterranean.

Diet: The Areed eat virtually anything that can be broken down with hydrochloric or perchloric acid. They enjoy live food, but most live off the nutritious fluid that coats the innermost live tissue in an Eed. Because the Areed can hybernate for up to 300 days without eating, they rarely fall prey to famine.

Worship: The Areed apparently worship their three leaders (the Alara, the Uluru, and the Elera).

6.3 ■■■■■■■
LANGUAGE

Since most worlds embrace a number of tongues, and few characters could know all the languages even on a given planet, translating devices and cooperation may be necessary to solve language problems.

A character's fluency and literacy in a particular language is determined by the skill rank which the character has achieved in his "linguistic" skill for that language.

The GM should decide which languages are automatically known by each of the races in his system. Each character may then expand on this base through the skill acquisition process

6.4 ■■■■■■■
DEATH IN *SPACE MASTER*

For he who lives more lives than one
More deaths than one must die.

Oscar Wilde
The Critic As Artist
c. Prelmp 9775

6.41 DEATH FROM EXCESSIVE CONCUSSION HITS

If a character receives more concussion hits than the sum of his total hit points + his Constitution stat, he begins to die. After a number of rounds equal to his Constitution divided by 10 (rounded off), the character is dead. This process of dying can be halted by lowering the number of hits on the character below the critical point. However, once the character dies, the normal death rules apply.

Example: Sanvok takes 24 hits and has a 90 Constitution. He receives 115 hits in a round of brutal projectile fire. Once he reaches 115 he drops and begins to die of massive shock. If nothing is done to help Sanvok, he will "die" in 9 rounds. After another brief period, his "soul" will depart.

6.42 EFFECTS OF DEATH

There are two major effects of death under this rule: (1) the deterioration of the stats due to a lack of oxygen flow to the brain following "death," and (2) the departure of the "soul" from the body. Death, for the present purpose, is a halting of the major bodily functions (heart beat, breathing, etc.). Under these rules drugs and machines can halt the process of dying at any point; healing the cause of death also halts both effects, but does not reverse them. If the cause of death is healed before the soul leaves the body, the person is alive and functional (if there are no other injuries , and no stat is reduced to zero — see below); however any stat loss remains. A *Preservation Unit* will prevent the soul from leaving, but a body kept in one longer than 25 hours will begin to deteriorate as below.

If the soul has left the body before the cause of death is repaired, the body is functional but the character is in a coma and at -75% for even subconscious activity. In general, there is nothing that can be done to help this person, but some races and cultures allegedly have the ability, through mystical rituals, to return the soul to its body. The GM may wish to allow a mingling here of cultures. Masters of Channeling (*Rolemaster*) can call back the soul of a dead man. Alternatively, the GM may wish to add the ability of recalling a soul as a Telepathic Psion.

DETERIORATION OF STATS

Only the Mental stats (Memory, Reasoning, Self Discipline, Empathy, Intuition, and Presence) normally deteriorate. Each round after a character dies a roll is made on the *Stat Gain Chart* (pg. 44) for each mental stat. The column used is as follows: 1 for rounds 1-6 after death, 3 for rounds 7-18 after death, 6-7 for further rounds after death.

The results on this table are the amounts by which the stats are reduced. Only the temporary stats are reduced, not the potentials. Certain races add to the column number used (see *Racial Statistics Chart*, pg.31). If any stat is reduced to 0 or below, the stat is at 0 and the character will remain in a coma even if the cause of death is repaired.

LANGUAGE SKILL CHART

All trait development in this area is broken down into two categories: mastery of the spoken word and reading-writing ability. In order to achieve a semblance of fluency in a language a character must advance to 5 or 6 stages (picks, boxes, etc.) in each area. Beyond that point, the character can refine his language skills so that he can translate more complex speech and writings, understand changes in dialect, and get a feel for subtle patterns that more learned natives may employ.

Skill Rank	Conversational Ability	Reading/Writing Ability
1	Allows recognition of the language when spoken.	Allows recognition of the language in written form.
2	Allows user communication and understand very basic concepts in the form of single words or very short phrases (e.g. eat, danger, room, money, cost, enemy, bathroom, pain, etc.).	Allows user to read or write very simple phrases and words and possibly understand the context of very simple passages. Allows recognition of the language in translated form.
3	User can distinguish between major dialects. Allows user to communicate moderately basic concepts in the form of phrases if being's communication form is compatible with the language. User can get the tone/context of the language when spoken at a normal rate, but no more. He can, however, understand basic phrases spoken at a slow pace.	User can get an overview of simple writings, but will have trouble with specific details. Allows user to write very short sentences of a moderately simple nature (i.e. at primary education level).
4	User might be able to converse on very simple subjects, using whole sentences instead of broken phrases. User can understand everyday conversation when spoken slowly.	User can read moderately simple writings and understand most of the details. User has trouble with subtle concepts. (news-dispatch level reading ability). Allows user to write sentences of simple nature.
5	Allows user to converse freely in everyday conversation of an average nature (e.g. market talk, shooting the breeze, conversation with guards, etc.). Rapid and/or sophisticated speech is still troublesome.	Allows reading of most everyday writings and normal computer spools. User can write on a moderate level.
6	Normal speaking level of the native population, the common man. Subtle or particularly sophisticated concepts still prove troublesome. User cannot understand dialects or archaic speech out of the norm. User converse freely on the same level if physically capable.	Reading and writing level of the average literate creature.
7	True fluency. Allows understanding of, and conversation with, the most learned of native speakers. Sophisticated folk may still brand you as an "outlander," however, and archaic or unusual concepts will still prove troublesome.	Allows one to write at past primary level, and reading ability is that of average member of the stratified classes.
8	Fluency plus the ability to recognize the regional and cultural origin of all speech (although such speech will still prove troublesome to speak or understand).	Secondary education writing level of an average nature. Allows one to read relatively complex material and recognize (but not fully understand) the nature of archaic or unusual dialects or concepts.
9	Absolute fluency in chosen dialect plus simple understanding and speaking ability in closely related dialects.	Allows one to read and write very complex passages, technical manuscripts, but only in the chosen dialect. Allows some translation of related (possibly offworld) dialects, and simple writing ability in such areas.
10	Absolute fluency of all the chosen languages and all closely related dialects. Extremely archaic and complex concepts may prove troublesome if the creature has relocated from several planets.	Allows reading and writing of the most complex nature in the chosen language, as well as strong reading/writing ability in closely related dialects.
10+	As 10 above, unless GM's world system calls for extremely complex languages. We suggest that skill ranks 11-20 be reserved for those who wish to learn extremely ancient or ultra unique versions of the given language (e.g. Old Islamic, or the rare religious dialects of certain forgotten colonies).	As 10 above, unless GM's world system calls for extremely complex languages. We suggest that skill ranks 11-20 be reserved for those who wish to learn extremely ancient or ultra unique versions of the given language (e.g. Old Islamic, or rare dialects of certain forgotten colonies).

Language Multipliers:

Multiply the trait development cost by one of the following factors should the student be beset with the given situation:

Situation (regarding language)	Multiplier
Character knows a related language	x1/2
Character has writing but no teacher/*instructor programs	x2 for learning reading/writing; x5 for learning spoken tongue.
Character has teacher* but no writings.	x8 for learning reading/writing if teacher cannot write language;* x2 for learning spoken tongue if teacher cannot write language.
Character has no writings, no teacher.*	— Character cannot learn language.

Note:
1) The teacher must have language skills in the tongue that are higher than the rank being taught. The "teacher" requirement may be fulfilled by residing or traveling in an area where the language is spoken. Alternatively, this requirement is fulfilled if a traveling companion or acquaintance has conversations with the student for a couple of hours a day;
2) In order to use the 1/2 multiplier for knowledge in a related tongue, one must have knowledge skills in the related language that are at a higher rank than that of the skill rank he is attempting to acquire in the new tongue;
*3) This factor may vary according to the language attempted and the character's ability to visualize sound relating to writing and reading. In order to learn reading and writing, even at x8, the character should be familiar with the symbols/alphabet associated with the given language (e.g. his home tongue uses the same symbols or very similar ones).

Every hour after a stat is reduced to 0 the potential for that stat is reduced by an amount rolled on column 6-7 of the *Stat Gain Chart*, pg.44. Sixty rounds (10 minutes) after death, the physical stats (Strength, Constitution, Agility and Quickness) begin to deteriorate. Each hour, roll on column 6-7 of the *Stat Gain Chart* for each of these stats and decrease each one by the amount shown. A stat cannot be reduced below 0; however any further deterioration is taken off of the appropriate potentials. The character can be brought out of this coma if the 0 stats are raised above 0.

Deteriorated temporary stats can be raised to previous levels (but not above potentials) by the following methods: normal level advancement, certain healing drugs, and/or by a normal healing rate of 1 point/stat/month. If potentials have deteriorated, stats cannot be raised above the new, inferior potentials until the potentials are restored (usually only by very powerful drugs or something beyond *Space Master* technology).

During a battle, a GM will probably find it convenient to keep track of how many rounds pass between death and the halting of the death process. Then after the resolution of the battle, the calculation of stat reductions can be made.

DEPARTURE OF THE SOUL.

Normally 12 rounds (2 minutes) after death, a character's soul leaves his body. This time will vary depending upon the race of the dead character (see *Racial Statistics Chart*, pg.31).

6.5
RACE ABILITIES

Four chief factors are given in the *Racial Statistics Chart*: modifications to bonuses due to stats, modifications to resistance rolls, modifications to the effects of death and injuries, and the number of languages an average member of a race knows when adventuring begins.

Stat Bonus Modifications — Modifications to stat bonuses are in addition to bonuses described in Section 3.1 and detailed in the *Racial Statistics Chart*. For example, a Transhuman I was a muscular 6'7" and the Humanoid III was 5'8" and weighed 60 kilos. However, due to the stat bonus modifications given in the *Racial Statistics Chart*, the Transhuman I's bonus due to Strength is +40 (+20 normal for 99 St + (+20) due to race); while the Humanoid III's bonus due to strength is +15 (+20 normal + (-5) due to race). Stat bonuses may become negative.

7.0

BACKGROUND

Variety and flavor are important assets in any good SFRP game. One of the principal problems with some campaigns/systems is a lack of desire to, or means for, allowing the GM and players a great deal of choice when selecting and developing characters. In this section are a few tips for injecting more flexibility into the generation and development process, thus enabling GMs to further vary characters of the same profession.

7.1
CATEGORY LISTINGS

This background options section helps GMs and players determine what special skills, attributes, or possessions a player character obtains in his or her early life. Using the Background Option picks shown below, a player can choose his fortune, assets, or special abilities prior to the beginning of the campaign. These options should be selected after the player character completes adolescence development and prior to apprenticeship development.

Alternatively, the GM may wish to change the selection sequence, or assign the options in his own manner. Whatever the case, it is suggested that these tables should only be used once in the course of a character's life.

As an option, the GM may wish to allow the PC a roll for a Special Ability (see Section 12.5) as one of his background options.

7.11 USING THE TABLES
1) Each character, regardless of profession, is allotted a certain number of background option picks. The number of picks one receives is dependent upon the character's race and is noted in the following chart.

Race	Background Option Picks
Human	4
Neo-human	4
Humanoid	(1-4)
Transhuman	3
Alterant Replicant	1
Android	1
Alien	Varies (GM Discretion)

Remember that background option picks are not to be confused with development picks.

Should a character's race fall outside of the classifications listed here (e.g., aliens), we suggest that the GM should assign the number of option picks allowed to the character. He may also add special option categories for these types of PCs, or delete some or all of the categories listed here.

2) Characters expend one Background Option Pick for each selection they make from the categories which follow. (i.e., Each option pick expended permits one choice or roll).

3) Prior to making a roll on (or pick from) the categories which follow, the character must allocate his picks to the various categories. There are five to choose from: Special Skills, Special Items, Special Status, Special Wealth and Special Abilities. Characters are free to apply more than one option pick to each category if they desire (e.g., Tarmak the Armsman has chosen to expend all four of her Background Option Picks in the Special Items category).

4) Once the character allocates his picks he rolls once for each pick on the chosen category. He then cross-indexes the roll to find the result. The GM may wish to allow the characters to choose the results, rather than having them make rolls.

7.12 BACKGROUND OPTION CATEGORIES

Special Skills: An option pick used in this category will result in skill bonuses being added to the character's primary, secondary, or hobby skills. The pick may also result in increased stats.

Special Items: The items here include: property, capitol goods, extraordinary weapons and miscellaneous items. The GM may stipulate that a special item is an *heirloom*, and that the character is emotionally bound to the item, in which case the character will not sell the item in question except under extreme circumstances. If multiple rolls or choices are taken in this category, the GM may wish to allow characters to combine item bonuses into one item, or spread them out into several different devices. No bonus should ever exceed + 30, and no single device should deliver more than an "E" critical.

Special Status: Characters opting for more than one pick in this category may receive only one result (however they may make several rolls and choose one).

Generally, this will be the choice with the highest status. It is suggested that only rolls (not choice) be allowed in this category.

Special Wealth: This category provides the character with financial reserves prior to the beginning of play. The GM should stress to the players that they should not take the Elmonits generated on this table and spend them all on neat little gadgets. A character's Elmonit reserves should be directed towards living expenses, which can become rather high, dependent on life style and location. A a cash drain of about 150-400 Elmonits per 30 days for personal maintenance (shelter, food, personal effects, etc.) is appropriate.

7.2
BACKGROUND OPTIONS

7.21 SPECIAL SKILLS CATEGORY

Roll	Result
01-50	Add a special +15 bonus for one secondary skill.
51-65	Make an additional 2/1 hobby pick (see Section 12.3).
66-75	Select one additional language to be written and spoken at skill rank 10. (The character may choose skill with a computer language at his option).
76-85	Player takes skill rank 5 in random secondary skill, or one chosen by the GM to reflect the character's background.
86-95	Add a special +10 bonus for one primary skill.
96-100	Increase one stat by 2 *or* three stats by 1 each; both temporary and potential stats (to a maximum of 101).

7.22 SPECIAL ITEMS CATEGORY

Roll	Result
01-04	Medtab applicator with a cartridge of Jirolene.
05-06	Medtab applicator with a cartridge of Triadenaline
07-08	Medtab applicator with a cartridge of Fir-Queline.
09	Medtab applicator with a cartridge of Stirene.
10-15	Medtab applicator with a cartridge of recreational tabs.
16-17	Wheeled car.
18-22	GEM car.
23-25	Grav car.
26-29	All Terrain Vehicle.
30-31	Recreational speedboat.
32-33	Airboat.
34-36	Hydrofoil.
37	Recreational helicopter.
38	Personal gravitic belt.
39	A small prop-plane.
40	Gravitic flitter.
41-42	Access to a private suborbital shuttle as a non-paying passenger or co-pilot.
43-48	Real estate : undeveloped land.
49-56	Real estate : modest dwelling.
57-68	Real estate : moderate dwelling.
69-75	Real estate : extravagant dwelling.
76-80	Personal body armor.
81-83	A multiscanner (or Repair/Medscanner if appropriate).
84-87	A trap device encoded against activation to the character only. It can be attached to almost anything, and will deliver up to 5 "A" electricity criticals (or 1 "C" and 2 "A"s or any such combination) before power depletion. It is activated by manual contact.
88-91	+5 weapon (+1 Psion Adder if allowed).
92-94	+10 weapon (+2 Psion Adder if allowed).
95-97	Personal velocity shield (+3 Psion Adder if allowed).
98	Personal deflector shield.
99	Personal absorption shield.
100	Personal barrier shield.

7.23 SPECIAL STATUS CATEGORY

Roll	Status
01-10	Curses. Your family is cursed with one of the following banes:
(01-20)	You cannot refuse an offer of hospitality, regardless of the source or circumstances (within reason);
(21-30)	Low empathy towards non-sentient animal life, therefore you may never befriend an animal;
(31-40)	You can not refuse a plea for help from either an innocent or an underdog — even if it means endangering your own life or intervening against an ally — but you have +20 bonus to all actions taken during such an endeavor;
(41-60)	You can not refuse a personal, one-on-one challenge, but you have a +15 bonus to all actions taken during such an endeavor;
(61-80)	You can not accept a loan without repaying it back threefold;
(81-100)	You can not harm a creature that has not first shown aggressive behavior.
11-20	Exceptionally impoverished family. You have acquired any money you possess through questionable practices.
21-30	Criminal background. Your family is associated with an organized crime network. You carry a recognition device associated with the group.
31-40	Guild background. Your family is connected with an association of merchants or high-tech personnel. You carry the device or phrase of recognition employed by the guild.
41-50	Multi-cultural, multi-linguistic background. You are fluent (10 skill ranks written and spoken) in 2-6 additional languages of your choice and have a basic understanding of the associated cultures.
51-60	NPC Mentor (see Section 7.3).
61-70	Race-friend. You possess an intimate understanding of any one race other than your own, including their language, ways of thinking, lifestyle, racial secrets.
71-80	Your family possesses traces of the blood of a recognized and powerful family (possibly noble).
81-90	Conspiratorial background. You (or your family) are connected with an association of powerful individuals (e.g., a cult) intent upon rebelling against local, regional, or provincial officials. They control assassins, subcults, and other subversive elements, as well as legitimate political and mercantile organs. You carry the recognition device of the group.
91-96	Your family is well-off; make a free wealth roll.
97-100	You are charmed. Events tied to sheer luck or happenstance (i.e. involving no skill or concerted thought) are skewed in your favor by 20%.

7.24 SPECIAL WEALTH CATEGORY

Roll	Elmonits on Account	Monthly Investment Income/Notes
01-02	500	
03-05	750	
06-10	800	
11-15	950	
16-20	1000	
21-25	1200	
26-30	500	100 per month* (investment income).
31-40	1500	
41-50	1500	50 per month (investment income).
51-60	1500	100 per month (investment income).
61-65	2000	100 per month (investment income).
66	6660	100 per month (investment income).
67-70	2000	150 per month (investment income).
71-75	2500	150 per month (investment income).
76-80	3000	200 per month (investment income).
81-85	3500	200 per month (investment income).
86-90	4000	250 per month (investment income).
91-93	4500	250 per month (investment income).
94-95	5000	300 per month (investment income). Character also possess valuable jewelry (1-2 K worth).
96-99	7000	500 per month (investment income)
100	10,000	300 per month (investment income). Character also possesses a "black market" Elmonit account. Funds placed in this account are untaxable. Possession of that Elmonit card is illegal.

*A "month" is an arbitrary 30-day period (3 decadays), carried over from PreImperial times.

7.3
NPC MENTORS

In fantasy or science fiction literature, it is common to find supporting characters who serve to train, direct, advise, and occasionally rescue the more principle characters. These Mentor figures can be an invaluable aid to the GM and player alike, for they provide another level of detail and continuity for the entire campaign. Mentors can be used to send PCs on missions, rescue PCs who have gotten in over their heads, explain fundamental aspects of the campaign universe, train PCs in the use of skills which are not easily learned by other means (if, for instance, one of the Character Development optional rules is being used), and in general add yet another facet of GM-PC interaction to the game. For player characters who desire a Mentor, the steps described below should be followed.

Note: *The decision to have a Mentor should be made during character generation, and counts as one Background Pick. GMs who wish to give mentors to player characters who have already begun play should not hand them out freely, but rather design some sort of "test" or obstacle which must first be overcome by the PC.*

By and large, Mentors are created by the GM in much the same way as any other non-player characters, although some specific attention must be paid to designing Mentors who will prove consistently useful to the PCs in question (at least until the PCs are sufficiently advanced so as to no longer require the Mentor's services).

NPC MENTOR GENERATION PROCEDURE

1) The profession of the Mentor should be the same as that of the PC disciple, although the skills involved are more important than the actual profession. If the Mentor is a Telepath (or Semi-Telepath), his or her base realm of telepathy will necessarily be the same as the disciple's. Likewise, the Mentor will generally (though by no means always) be of the same race as the disciple.

2) The Temporary Stats of the Mentor will reflect the years of experience he or she has had therefore, the following procedure is used: For Prime Requisites, 1d10 is rolled and added to 90. For all other stats, D100 is rolled (ignoring rolls of less than 20) to determine the original value, and a high open-ended D20 roll is added to signify stat gains (note: no stat total will ever exceed 102). Stat Potentials, as well as Stat Modifiers and Development Points (if desired), are determined in the usual fashion.

3) The experience level of the Mentor can be determined by rolling 2D5 and adding this total to the level of the Mentor's most experienced disciple.

4) The Mentor's background can be determined in the same manner as any player characters'. Often Mentor-figures will have had Mentors themselves at an earlier age, and the names of these figures (as well as a few notable details) might come in handy.

5) The age of the Mentor can be determined by rolling 1d100 open-ended and adding the Mentor's level, then consulting the table below (from which actual age must be extrapolated due to differences in racial longevity):

Total	Mentor's Age Group
up to 5	Pre-adult/Prodigy
06-15	Young Adult
16-30	Mature Adult
31-65	Middle-aged
66-95	Old
96 or up	Venerable

6) The "level of culture" from which the Mentor comes and the Mentor's social standing within that culture will prove valuable not only in determining the nature of his or her personality, but will give a rough indication of the amount of "pull" the Mentor has (e.g., access to technology of information, widespread reputation, "friends in high places," and general clout).

To determine the Mentor's social standing and origin, roll 1D10 and apply any of the following modifiers which are appropriate: if the disciple is of lower class, or from a Minor clan, subtract one; if the disciple is of upper class, add one; if the disciple is of noble class, add three (these modifiers may be cumulative). Finally, consult the table below:

Total	Mentor's Social Status
up to 1	Lower class, Minor Clan
2	Middle class, Minor Clan or Lower class, Independent
3-4	Middle class, Independent or Lower class, Provincial or Lower class, Terran
5-7	Upper class, Minor Clan or Upper class, Independent or Middle class, Provincial or Middle class, Terran
8-9	Upper class, Provincial
10+	Upper class, Terran

7) Lastly, to keep player characters from running to their Mentors at the first sign of any problem, it is necessary to determine just how easy (or difficult) it is to get an audience or appointment with him or her. After all, Mentors are people too, with their own lives, responsibilities, and interests, and may not always be available to come to their disciples' aid. (This inability may be due to constant, pressing business, frequent travel, indulgence in personal interests, irritability, illness, or a past "falling out" with the disciple.) In any case (the actual circumstances must be determined by the GM), this factor is measured in terms of a standard Difficulty Level rating. In order to get a meeting with his or her Mentor, the PC disciple must succeed in a static maneuver roll modified by this factor and the player character's Intuition modifier. Such maneuvers may be attempted once per standard (twenty-five hour) day, unless a result of 05 or lower is obtained (in which case the Mentor really cannot be bothered, and will send the disciple away for 1D100 standard days). To determine the level of difficulty the PC will have in approaching the Mentor, roll 1D100 and consult the following table:

Roll	Difficulty level
01-05	Routine (+30)
06-15	Easy (+20)
16-30	Light (+10)
31-45	Moderate (+0)
46-60	Hard (-10)
61-75	Very Hard (-20)
76-85	Extremely Hard (-30)
86-90	Sheer Folly (-50)
91-95	Absurd (-70)
96-00	Insane (-100)

FLESHING OUT THE MENTOR

The *Non-Player Character Chart* (in the **GM** Book) should be used to determine the actual skills and skill totals which the Mentor possesses, although the GM should feel free to substitute ranks from some skills with ranks in others in order to keep close to the design concept (provided, of course, that the costs in DP and number of ranks available for these skills are commensurate with the Mentor's level). Where the chart calls for a subjective decision to be made as to which skills are chosen, the GM should select skills which the player character disciple possesses (or is studying) whenever possible (since the general assumption is that it was the Mentor who taught many of these skills to the PC to begin with).
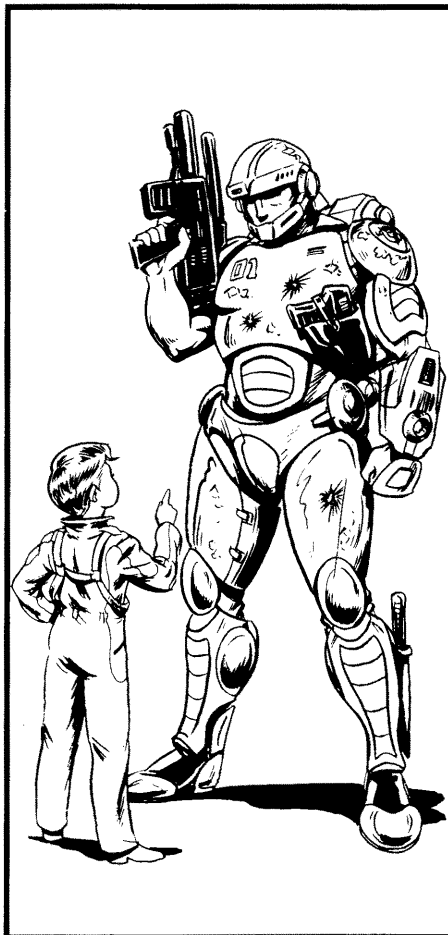
If there are still some choices to be made after these bases have been covered, it is a good idea to select skills which the PC disciple will have some need for in the future, so that the Mentor will be able to teach these skills to the disciple when the time comes.

Example: A level one pilot has learned Orbital, Atmospheric, and N-Space Piloting from her Mentor. The GM gives the Mentor these skills, and also selects Combat and Hyperspace piloting. If and when the PC desires to learn these important aspects of piloting, her Mentor will be prepared to teach them to her.

The Mentor is certainly one of the most important NPC contacts a player character may have, and as he or she will repeatedly be called into play at the bequest of his or her disciples, great care should be taken in fleshing out all aspects of the Mentor's personality. The factors which must be decided upon, just as for player characters, are Personality, Motivations, Alignment (Morals and Philosophy), General and Physical Appearance, and Demeanor.

7.4

STARTING MONITARY RESOURCES

A GM should look to the nature of the local/world economic system to see how much money a character should start with. Generally, we suggest a character should be given a modest sum, allowing him to acquire the bare essentials in terms of armor, weaponry, food, and the requirements of civilization.

Characters starting in mid-campaign will (hopefully) receive help from party members, but may need better than average equipment to withstand heightened challenges (those not normally faced by first level groups). Some characters may receive no money (e.g., those found robbed and beaten up), but these situations must be carefully weighed.

Give the players a set sum of money — such as 50 Elmonits — plus an amount determined by a D100 roll (e.g., a roll of 43 would give the player an additional 43 Elmonits, all Imperial currency on an Elmonit card.) Remember, the players should not be too rich (they need something to work for) nor too poor (they need something to work with). *No* group should be starting out with their own, gleaming hyperyacht bought with starting cash.

7.5
EXPERIENCES AND FAMILY BACKGROUND

One's outlook on life is necessarily colored by past experience. A character in a SFRP setting will invarably follow this rule to some degree, and the GM should note that rich, varying experiences lodged in a character's history will inspire the player to individualize his character's motivations and feelings.

Family background is, perhaps, the most significant tool in this category. Events involving one's family — legacies, feuds, traditions, etc. all act to give a character certain "reference points" for adventure. A character may seek revenge or some heirloom of great value; he may wish to follow the path of his mother or father. He may need to clear the name of a relative wrongly accused of some terrible crime.

By giving the player a unique background with a number of significant and interesting experiences and family notes, great choice is allowed, and the character will have wide leeway in pursuing interests relating to his past.

SKILL RANK BONUS CHART

Skill Rank	Normal Bonus
0	-25
1	+5
2	+10
3	+15
4	+20
5	+25
6	+30
7	+35
8	+40
9	+45
10	+50
11	+52
12	+54
13	+56
14	+58
15	+60
16	+62
17	+64
18	+66
19	+68
20	+70
21	+71
22	+72
23	+73
24	+74
25	+75
26	+76
27	+77
28	+78
29	+79
30	+80

Plus 1/2 for each skill rank over Skill rank 30.

8.0
KEEPING TRACK OF A CHARACTER

In a Science Fiction Role Playing game each player must keep track of the factors defining and affecting his character, while the GM must keep track of the non-player characters. In **Space Master**, each player can keep track of his character on a Player Character Record. The Player Character Record has places for all of the important statistics and factors which are important to a character. The GM may want to use Player Character Records for certain non-player characters (NPCs), but in general he only needs to keep track of their levels. This allows him to refer to the Non-Player Character Chart (in the **GM Book**) in order to obtain non-player character bonuses required during play.

The rest of this section discusses the Player Character Record and the different types of capabilities and bonuses that the players should keep track of.

8.1
THE PLAYER CHARACTER RECORD

The Player Character Record has space for all of the factors which affect a character's bonuses and capabilities (e.g., skill ranks, skill bonuses, languages known, Psion lists known, height, weight, etc.). A player should fill in all of the appropriate spaces (this process is described step by step in Section 10.0). When this process is completed, the character is ready to play and has on his Player Character Record all of the bonuses which can affect his actions.

In addition, there is the Player Character Worksheet, where all skills are listed and skill bonuses recorded, level by level.

Anyone using **Space Master** may photocopy as many Player Character Records and Worksheets as he wishes for use in his game; however, they may not be copied for commercial usage. Players can use the back of the Character Record to keep track of the character's supplies, equipment and other possessions.

8.2
SKILL BONUSES

Skill bonuses are the numbers added to various rolls which determine the success of events and actions during play. They represent how capable a character is at certain activities. The basic classifications for skill bonuses are the Offensive Bonuses (OB), Defensive Bonuses (DB),

Moving Maneuver Bonuses (MM), Vehicular Maneuver Bonuses (VM), Special Purpose Bonuses (SP) and Static Maneuver Bonuses (SM). Each skill bonus has its classification indicated on the Player Character Record.

Each skill bonus is the sum of several specific bonuses, each of which has a column under "Skill Bonuses" on the Character Record Sheet. The specific bonuses include the skill rank bonus (see 3.1), the stat bonus (see 2.4), the level bonus 5.3), item bonuses, and any special bonuses.

The player Character Worksheet has a set of boxes for each skill row which can be used to keep track of skill rank development. Use a "/" to indicate that the skill is **being** developed, and convert it to an "X" when the development is completed.

8.3
SPECIAL PURPOSE BONUSES (SP)

Several of the skills do not fall in the general pattern outlined above: Learning Psion lists, Linguistics, Body Development, and Ambush. Psion lists are listed on separate skill rows on the Record and are marked as *either* learned to a certain level *or* unlearned with a chance of learning. Languages are listed on separate skill rows with only the skill rank recorded. The Body Development Bonus is the number of hits which a character can take before passing out (see Section 3.44). The Ambush *skill rank* is a modification to critical rolls resulting from a sneak attack on the rear of an opponent (see Section 3.44).

PLAYER CHARACTER RECORD

SKILL/ABILITY	(STATS)	SKILL BONUS	STAT BONUS	ARMOR PENALTY	ITEMS	MISC	TOTAL

NAME:

SEX:

PROFESSION:

AGE:

RACE:

BASE HITS: TOTAL HITS:

MASS:

POWER POINTS:

HEIGHT:

ARMOR TYPE:

HAIR:

EYES:

DEFENSIVE BONUS VERSUS

	Energy	Projectile	Missile	Melee
Quickness				
Shield				
Armor Bonus				
TOTAL				

STATS	TEMP	POT	STAT MOD	RACE MOD	TOTAL MOD	DEV. PT
Co						
Ag						
Sd						
Me						
Re						
St						
Qu						
Pr						
In						
Em						
Ap						

EXPERIENCE POINTS:

LEVEL:

Language		Skill Written	Skill Spoken

PSION LISTS		1–5	6–10	11–20	25	30	50

MONEY: Elmonits: Monits [cash]:

WEAPON	FAIL RNGE	SKILL BONUS	STAT BONUS	WEAPON BONUS	ARMOR PENALTY	LEVEL BONUS	ITEM BONUS	MISC	TOTAL BONUS AT RANGE			
									PB	SR	MR	LR

Cost	Skill	Special	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
Cost	Skill	Special	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25

8.4
RESISTANCE ROLL BONUSES (RR)

Certain attacks occurring during play will require a character to make a Resistance Roll to determine if or how an attack affects the character (see Section 2.4). The types of attacks are Telepathy, Poisons, Drugs, and Diseases. The attacks' level (caster level if it is Psionic, attack level if it is a poison drug or disease) is cross-indexed with the target's (defender's) level on the Resistance Chart pg.95 to obtain a single number. In order to successfully resist the attack, the Resistance Roll must be greater than or equal to this number.

Resistance Roll Bonuses consist of a stat bonus, any item bonuses, and race bonus. The bonuses for the following stats affect the listed Resistance Rolls:

Affectant		Resistance Stat
Telepathy	—	Self Discipline
Drugs	—	Constitution
Poisons	—	Constitution
Diseases	—	Constitution

8.5
OTHER CAPABILITIES

Other information is kept on the Player Character Record. This information is not used as much during play as the skill bonuses, but it is still important of keep track of.

Stats — In the "Stats" section of his Player Character Record, the character should record his stats. The stats are numbers between 1 and 102 that represent the physical and mental capabilities of the character (see Section 2.0). The character's temporary stats are placed next to the stats in the column marked "Temp". The character's potential stats are placed next to the stats in the column marked "Pot". Each temporary stat has a bonus associated with it (from the *Stat Bonuses Chart*, pg.45); each of these bonuses is placed in the "Stat Mod" column. Depending on the character's race there may be a racial bonus/subtraction for each stat. This goes in the "Race Mod" column, and the bonus/subtractions are averaged to determine the "Total Mod." Each of the "development stats" (see Section 2.1) has a number of development points (from *The Stat Bonuses Chart*) associated with it; each of these numbers is placed in the "Dev Pt" column.

Level and Experience — Each character has an Experience Point total (see Section 5.3) and a level. These should be recorded in their respective spaces on the Player Character Record.

Armor Type and Defensive Bonus — Each character has an armor type and defensive bonuses which should be recorded on the Player Character Record. Note that a character will actually have four DB's depending on what type of weapon is being used against him (energy, projectile, missile, melee). These may differ if the character is using a personal shield or other specialized defensive equipment.

Constant Information — Certain information about a character is relatively constant and unchanging. The Player Character Record provides spaces for a character's name, age, sex, race, height, mass, hair, eyes, and profession. A space is also provided for any special properties the player might wish to record.

9.0
THE ROLE OF THE CHARACTER

There are certain factors which are not formalized in Science Fiction Role Playing but which still affect the role of a character, and in particular a player character. These are factors which are neither capabilities of nor restrictions to the character; instead, they are facets of his individual nature and temperment. These factors are crucial in bring a character to life in terms of the game, and they make the character seem more realistic to the character's player as well as to the other players and the GM. Three of the most important of these intangible factors are Personality, Motivation and Alignment in the struggle between Good and Evil.

Personality — Many players may inject their own Personality into their character, which is very acceptable and enjoyable. However, sometimes it is exciting, stimulating and rewarding to embody your character with a personality other than your own. Whatever you decide to do, it is important to carefully consider your character's personality.

Motivation — Another question that should be answered about the character is: What is his/her/its motivation? What are his/her/its/their objectives in the game? It may be to adventure and have a good time. It may be to amass as many Elmonits, rare artifacts, and Ardinium-plated starships as possible. It may be to kill and fight. It might be to defeat evil wherever it exists, and thus make the Empire safe for Androids (or any other race). It might be to defeat the good guys and gain immense power yourself. Whatever your character's motivation, it helps to flesh him out.

Alignment — The player should determine what his or her character's philosophy, morals, and social tendencies are. We group these factors under alignment. In most SFRP settings, the easiest decision: is the character good, evil, or neutral (neither good or evil, but out for yourself — otherwise known as an opportunist)? The significance of this decision is dependent upon the GM and the universe in which you are adventuring.

The next question is: What are the morals and philosophy of the character? Does he believe that the end justifies the means? This often leads to the corruption of otherwise "good" characters. Does he respect rigid laws? Some good characters might not, while evil ones might. Is he fatalistic? A good person might feel that evil will triumph regardless of what he as an individual might do, so why bother resisting? Is he a hedonist? Good or evil, his prime concern would be to indulge himself.

CREATING AND MOLDING A CHARACTER

In a Science Fiction Role Playing game, each participant (player) except for the GM assumes the persona of one of the individual characters — his player character. Each player must first "generate" his player character in order to determine the character's attributes, background, physical appearance, skills, etc. In short, he must determine all of the various factors that control what the character is capable of doing in a Science Fiction Role Playing environment. To generate a character the player should perform each of the following steps (as described in Sections 10.1— 10.8):

1) Decide in general what type of character to play.
2) Roll and assign the character's 10 temporary stats.
3) Choose a profession, a race, and a realm of telepathy.
4) Replace none, one or both prime requisites by 90.
5) Determine the stat potentials.
6) Determine the character's base hit points.
7) Develop the character's adolescence skills (level 0).
8) Determine the character's background.
9) Develop the characters apprenticeship skills (level 1).
10) Expend development points for level 2.
11) Outfit the character.
12) Total the character's penalties and bonuses.
13) Develop a persona for the character.
14) Start Play; character is at level 1.

Before beginning to generate a character, a player should make a general decision as to what type of character he wants to have. This decision should concern the character's profession, race, and his physical and mental attributes.

Example: *The character Sky Cloudd will be used in all of the exzmples in this section. Sky wants to be a human Armsman with good physical characteristics.*

10.1
THE TEMPORARY STATS

First the player must generate the stats (temporary) which determine his character's mental and physical prowess (See Section 2.0). To determine the stats for a character, first make 10 rolls (1-100) and record them. Ignore rolls of less than 20. This reflects the premise that exceptionally weak characters would not be caught alive on a hostile world.

Example: *The player generating Sky rolls: 25,87,76,19,36,82,47,20,98,61. Noting that 19 is below 20, he scratches it out and rolls a 57 to replace it. He curses the roll of exactly 20, but he must keep it.*

Players may assign the 10 randomly generated values to their 10 stats as they desire. This allows the players to run the type of character they want. (After all, the idea is to have fun). Some strict GMs may wish to have the players assign stats in the order they were rolled.

Example: *Sky allocates his stats thus:*

Ag:20 Co:98 Re:61 Me:76 SD:82
St:25 Qu:87 Em:57 In:47 Pr:36

Remember, the higher the stat, the more capable your character will be when performing an action using that particular stat. Keep in mind that when a profession for the character is chosen (see Section 4.0), the value assigned to the prime

requisite for the character may be replaced with a value of 90. Thus it is often a good idea to assign your lowest stat to the prime stat.

10.2
CHOOSING A PROFESSION

After assigning the temporary stats, the player must choose his race (see Section 6.0) and a profession (see Section 4.0).

To ensure that adventurers will be the finest examples of their profession, the prime requisites (see Section 4.0) of each character **may** be raised to 90. This also has the effect of preventing a character from being crippled by a single bad stat and tends to even characters out, at least at the start, so that players start at about the same level in at least their chosen profession. If a character wants a stat higher than 90 in his PR, he may keep the naturally rolled stat which he assigned, but he may not raise another stat to 90 (except for his other prime requisite).

Example: *Sky decides to be á Human Armsman. Sky cheerfully replaces the stats for Agility and Strength (the prime requisites for an Armsman), discarding the 20 and 25 and substituting 90's. He couldn't adjust his In or Em to 90 as they are not prime requisites for an Armsman.*

10.3
THE POTENTIAL STATS

To determine a character's potential stat,, roll 1-100 and consult the *Stat Potentials Chart*, (pg. 43) cross-indexing the roll with the range into which the initial stat falls. The number resulting is the potential stat (potential), the value to which that stat could actually rise in the course of play. Generally this level cannot be exceeded.

Example: *Sky's rolls to determine his stat potentials are:*

83 for Ag	89 for St
96 for Co	57 for Qu
34 for Re	72 for Em
41 for Me	56 for In
14 for SD	22 for Pr

Starting with his Quickness, Sky determines the potential is the same as his temporary (the chart yields a "-" result, indicating that initial and potential stats are the same). Next, his Constitution. His potential is a 99, due to his lucky '96' potential gain roll. (Sky will be able to resist the Truth drugs when the Lectroids capture him!). His Strength (now 90, because he was able to raise his prime requisites to that figure), is raised to a 95 with the help of his 89 roll. Following this process for the other stats he gets:

Ag:90(90)	St:90(95)
Co:98(99)	Qu:87(87)
Re:61(61)	Em:57(71)
Me:76(76)	In:47(63)
SD:82(82)	Pr:36(36)

The first number is the initial temporary value of the stat, the second (in parentheses) is its potential value.

Stat Gain Rolls — Studies show that many human attributes do not reach their peak until the late twenties, after they have reached the adult level that most characters begin adventuring. To reflect the fact that exercise and stress will help a character develop his physical and mental attributes, *Space Master* experience guidelines allow him to make stat gain rolls (See Section 5.4) until his temporary stats reach his potentials. When a character reaches the second level of experience, and every level thereafter, he will be entitled to make stat gain rolls to determine if his adventures affect his stats. Yet remember, stats may seldom be improved beyond their potential values.

Effect of Potentials — Potentials have no effect on play whatsoever. Permanently disabling injuries may be reflected in a reduction of potential stats; shorter term injuries cause temporary stat reductions.

STAT POTENTIALS CHART

Roll on D100	Under 25	Range of the Initial Stat								
		25-39	40-59	60-74	75-84	85-89	90-94	95-97	98-99	100
01-10	25	-	-	-	-	-	-	-	-	-
11-20	30	-	-	-	-	-	-	-	-	-
21-30	35	39	-	-	-	-	-	-	-	-
31-35	38	42	59	-	-	-	-	-	-	-
36-40	40	45	62	-	-	-	-	-	-	-
41-45	42	47	64	-	-	-	-	-	-	-
46-49	44	49	66	-	-	-	-	-	-	-
50-51	46	51	68	-	-	-	-	-	-	-
52-53	48	53	70	-	-	-	-	-	-	-
54-55	50	55	71	-	-	-	-	-	-	-
56-57	52	57	72	74	84	-	-	-	-	-
58-59	54	59	73	75	85	-	-	-	-	-
60-61	56	61	74	76	86	-	-	-	-	-
62-63	58	63	75	77	87	-	-	-	-	-
64-65	60	65	76	78	88	-	-	-	-	-
66-67	62	67	77	79	88	89	-	-	-	-
68-69	64	69	78	80	89	89	-	-	-	-
70-71	66	71	79	81	89	90	-	-	-	-
72-73	68	73	80	82	90	90	-	-	-	-
74-75	70	75	81	83	90	91	-	-	-	-
76-77	72	77	82	84	91	91	-	-	-	-
78-79	74	79	83	85	91	92	-	-	-	-
80-81	76	81	84	86	92	92	-	-	-	-
82-83	78	83	85	87	92	93	-	-	-	-
84-85	80	85	86	88	93	93	94	-	-	-
86-87	82	86	87	89	93	94	94	-	-	-
88-89	84	87	88	90	94	94	95	-	-	-
90	86	88	89	91	94	95	95	97	-	-
91	88	89	90	92	95	95	96	97	-	-
92	90	90	91	93	95	96	96	97	-	-
93	91	91	92	94	96	96	97	98	-	-
94	92	92	93	95	96	97	97	98	99	-
95	93	93	94	96	97	97	98	98	99	-
96	94	94	95	97	97	98	98	99	99	-
97	95	95	96	97	98	98	99	99	99	-
98	96	96	97	98	98	99	99	99	100	-
99	97	97	98	98	99	99	100	100	100	-
100	98	98	99	99	99	100	100	100	100	101

Number given is the stat potential. A "-" indicates that the potential is the same as the initial stat.

10.4

ADOLESCENCE SKILL DEVELOPMENT

After a character has generated his stats and chosen a profession, adolescence skill development must be performed. The character must assign his weapon skill development costs, total his development points, and the expend those points to develop his skills (see Section 3.2). This process reflects one experience level of development, representing what the character learned in his childhood and adolescence. A character who has completed this process is considered to be level 0. Section 3.0 describes how development points are obtained and expended. The following example shows how adolescence skill development proceeds.

Example: Sky has 37 development points (see stats in the previous example) — based on his 5 temporary "development stats": 8 for Agility, 9 for Constitution, 7 for Self Discipline, 6 for Reasoning, and 7 for Memory (Check Dev. Points Column of the Stat Bonuses Chart, pg. 45).

Sky notes that the weapons development cost sub-categories are not set. He assigns the cost figures to the weapons classes, choosing lower costs for the weaponry he most favors. Since he is an Armsman, he matches categories and costs as follows:

1/5	1-h Energy
2/4	1-h Projectile
2/7	2-h Energy
2/7	1-h Edged
2/7	Thrown
5	Launcher
10	For the other categories.

Sky favors 1-handed energy weapons and 1-hand projectile weapons.

Naturally (not being the self-destructive type) he wants to survive. His character starts with 9 hit points as a result of his Co) (see Section 2.4, but he would feel comfortable taking more. Sky feels 9 is inadequate for a serious Armsman. Consequently, he expends 7 of his 37 pts. to acquire 2 body development skills (Cost 2/5. The first skill rank costs 2, the next 5, for a total of 7). This enables him to roll 2 eight-sided (D8) dice and add the result to his point total. Sky now has 30 development points remaining.

Looking to his armor needs, he decides to begin adventuring in an Extended Flak Vest AT 6. Consulting the Armor Chart (pg 62), he notes that the penalty for untrained combatants in a Duralloy vest is -15; the minimum maneuver penalty for trained persons using the armor is -0. He desires the smallest penalty possible (which in this case is fortunately Zero, but realizes he must acquire skill rank 3 before he can reduce the -15 to a -0 (each skill rank equaling 5 proficiency: 3x5=15, 15-15=0).

Sky realizes that because of his St/Ag stat bonus for Maneuving in Armor, he can wear AT 7 with only a -5 maneuver penalty.

The cost figure in this area (Light Body: 1/*) indicates that for 1 point per skill rank, he can acquire as much maneuvering in the Extended Flak vest as he needs. Since Sky only chose a relatively unencumbering armor, he need only spend 3 points. Had he chosen to wear an Exoskeleton Breastplate and greaves (AT 18), it would have cost him 22 development points (2 points per rank under "Armored Exoskeleton", and 11 ranks to reduce the -50 to the minimum of -15).

Moving on to weapons, he decides to concentrate on developing Blast Pistol expertise. He assigned the 1/5 cost breakdown to 1-hand Energy weapon development and must pay 1 pt. for the first rank and 5 pts. for the second skill rank, should he attempt to rise two skill increments immediately. Wanting to become good with Blast Pistol quickly, Sky expends 6 of his development points. He cannot progress more rapidly, since picking up 3 skill ranks when calculating any one experience rank's trait development is not allowed (except for areas marked with a number followed by /*).

Sky now has 21 of his original 37 development points remaining. Next he decides to learn to use a MLA pistol. At a cost of 2 pts. He rises to skill rank one (note that 1-h Projectile weapons costs for him are calculated at 2/5). He wants to go no further than skill rank 1 at this time. His remaining development point total is 19. Sky then decides that he rally wants to be able to use a Plasma Repeator Rifle. His skill rank cost for 2-h Energy is 2/7, so he expends 2 pts. for the first rank and 7 pts. for the second. Note that, had Sky thought earlier about how badly he wanted to use a Plasma Rifle well, he should have assigned it a lower point cost, rather than 1-h projectile. He has chosen, however, and must abide by his earlier decision. This leaves him with 10 points.

Rounding out his character, he picks up skill rank 1 in Climbing (cost 3), Perception (cost 2), Scanner Analysis (cost 1)

First Aid (cost 1) and Driving (cost 1); choosing to learn to drive a gravitic floater car. Sky remembers that Skills marked with a "**" (Such as Driving, Atmospheric Pilot, Heavy Energy Projectors, etc.) are actual general and the skill ranks must be picked in specific areas. He also picks a skill rank in Heavy Energy Projectors, choosing to develop Laser Cannon. Note that he can only pick one rank per level in this skill. Sky totals his expended development points (3+2+1+2+2=10) and notes that he has reached his limit.

Sky has finished his period of adolescent development. His non-zero skill ranks and their costs are:

Adolescence

2 — 1st skill rank in Body Development
5 — 2nd skill rank in Body Development
3 — 3 skill ranks in Maneuvering Light Body Armor

1 — 1st skill rank in Blaster Pistol
5 — 2nd skill rank in Blaster Pistol
2 — 1st skill rank in MLA pistol
2 — 1st skill rank in Plasma Rifle
7 — 2nd skill rank in Plasma Rifle
3 — 1st skill rank in Climbing
2 — 1st skill rank in Perception
1 — 1st skill rank in Scanner Analysis
1 — 1st skill rank in Driving a gravitic floater car
1 — 1st skill rank in First Aid
2 — 1st skill rank in Heavy Energy Projector

Since he has obtained two skill ranks in Body development, he rolls 2 D8 (result 6 + 7) and adds the total to his base hit points (13+9=22) and modifies it for Constitution (98 gives a 20% bonus, 20% of 22 = 4; he has 26 total hit points). Had he been a Telepath and picked any skill rank in a group of Psions, he would now make a Psion gain roll.

10.5
APPRENTICESHIP SKILL DEVELOPMENT

After a player has completed the adolescence skill development process for his character, he performs his apprenticeship skill development. This represents the professional training or apprenticeship that he is presumed to have gone through. Thus, each character goes through the entire skill acquisition process (and receives the skills picked) twice before starting play. Note that the development points from these two levels may not be combined, and that they are treated in always as separate experience levels. Telepath characters are entitled to make Psion gain rolls after expending the development points for each of the two levels. (Thus, it is quite possible for a character to begin with more than one list of Psion.) After completing both skill development processes, a character is 1st level and has 10,000 experience points.

Example: Next Sky expends development points for the skills he wants to develop during his apprenticeship. Still feeling his total hit points are inadequate, he develops 2 more body devskills (7pts.).

Continuing his strong — some might say obsessive — effort to learn the use of a Blast Pistol, he expends a further 6 points to raise his skill to rank 4 (1 pt. for the first rank raised — to skill rank 3 — and 5 more to raise it one more — to skill rank 4). He also improves his skill with his handy Plasma Rifle by two ranks (to rank 4) at a cost of 9 pts.

STAT GAIN CHART

| Roll on D100 | DIFFERENCE BETWEEN TEMPORARY AND POTENTIAL STAT | | | | | | | | |
	1	2	3	4-5	6-7	8-9	10-11	12-14	15+
01-04	*	*	*	*	*	*	*	*	*
05-10	0	0	0	0	0	0	+1	+1	+1
11-15	0	0	0	0	0	+1	+1	+2	+2
16-20	0	0	0	0	+1	+1	+2	+3	+3
21-25	0	0	0	+1	+1	+2	+2	+4	+4
26-30	0	0	+1	+1	+2	+2	+3	+5	+5
31-35	0	+1	+1	+1	+2	+2	+3	+5	+6
36-40	0	+1	+1	+1	+2	+3	+4	+6	+7
41-45	0	+1	+1	+2	+3	+3	+4	+6	+8
46-50	0	+1	+1	+2	+3	+3	+5	+7	+9
51-55	+1	+1	+2	+2	+3	+4	+5	+7	+10
56-60	+1	+1	+2	+2	+4	+4	+6	+8	+11
61-65	+1	+1	+2	+3	+4	+4	+6	+8	+11
66-70	+1	+2	+2	+3	+4	+5	+7	+9	+12
71-75	+1	+2	+2	+3	+5	+5	+7	+9	+12
76-80	+1	+2	+3	+3	+5	+6	+8	+10	+13
81-85	+1	+2	+3	+4	+5	+6	+8	+10	+13
86-90	+1	+2	+3	+4	+6	+7	+9	+11	+14
91-95	+1	+2	+3	+4	+6	+7	+9	+11	+14
96-99	+1	+2	+3	+4	+6	+8	+10	+12	+15
100	+1	+2	+3	+4	+6	+8	+10	+12	+15

Locate the column corresponding to the difference between the temporary (real) stat and its potential and roll D100 to determine the amount the temporary stat increases by. Roll separately for each stat.

* A roll of 01-04 indicates that the stress of adventuring has caused a temporary regression of faculties. The stat (temporary value only) is **Reduced by double the amount rolled** (2-8). Note that this reduction is always possible, even if the stat has already reached its potential and thus all 10 stats must be checked for possible loss or gain. Stats reduced in this manner can be restored by stat gain rolls as subsequent experience levels are reached.

Note that this table can also be used to determine recovery from injury or disease. The GM merely assigns a reduction in the appropriate stat (Agility for a sprained ankle, Constitution for a disease, etc.) and allows the character to make periodic recovery rolls provided he observed whatever conditions were necessary for recovery (e.g.: bedrest). In this case, the column would be determined substituting the temporary value of the stat before reduction for the potential, and rolls might continue until the previous temporary was achieved (but not beyond).

Sky improves his Scanner analysis ability (from rank 1 to rank 3 cost 4 pts.). He wants to learn to swim, so he expends 2 points for 1 skill rank (now he can tread water). Sky then hones his driving skills by two ranks at a total cost of 7. He has expended 35 of his 37 points so far, and having 2 left, decides to learn the basics of shipboard Sensor Analysis. Summarizing his picks:

Apprenticeship

2 — 1st Skill Rank in Body Dev.
5 — 2nd Skill Rank in Body Dev.
1 — 1st Skill Rank in Blaster Pistol
5 — 2nd Skill Rank in Blaster Pistol
2 — 1st Skill Rank in Plasma Repeator Rifle
7 — 2nd Skill Rank in Plasma Repeator Rifle
1 — 1st Skill Rank in Scanner Analysis
3— 2nd Skill Rank in Scanner Analysis
2 — 1st Skill Rank in Swimming
1 — 1st Skill Rank in Driving Gravitic car
6 — 2nd Skill Rank in Driving Gravitic car
2 — 1st Skill Rank in Sensor Analysis

He has finished his apprenticeship and receives these skill ranks as well as those already gained during adolescence. He again rolls 2 D8 for the body development ranks he acquired during his apprenticeship (result 1 + 8) and adds them to the base hit points he had previously rolled (before they were modified for Constitution), 9 + 22 = 31, and again modifies the total for his high constitution (20% of 31=6, 31+6=37). Sky begins play with 37 total hit pts.

Sky must now repeat the process of expending development points for the skills he will develop as he progresses from experience level 1 to level 2. He does not receive these skills until he attains experience level 2. (This development is not included in this example.) Remember that all development points are expended before one embarks on a new experience level.

The skills with which Sky begins play are:

Maneuvering in Armor:
Light Body .... Rank 3
Bonus 15

Weapon Skills:
Blaster Pistol: .... Rank 4
Bonus: 20
MLA Pistol: .... Rank 1
Bonus: 5
Plasma Repeator Rifle:Rank 4
Bonus: 20

General Skills:
Climbing: .... Rank 1
Bonus: 5
Swimming: .... Rank 1
Bonus: 5
Perception: .... Rank 1
Bonus: 5
Driving (grav. car) ..... Rank 3
Bonus: 15

Special Skills:
Scanner Analysis .... Rank 3
Bonus:15
First Aid .... Rank 1
Bonus: 5

Combat Skills:
Heavy Energy ProjectorRank 1
Bonus: 5

Astro skills:
Sensor Analysis: .... Rank 1
Bonus: 5

All other skills are at rank 0 (Bonus: -25). Sky can take 37 hits.

10.6 ▮

DETERMINING THE CHARACTER'S BACKGROUND

The GM and player should determine the player's background; Section 7.0 gives some suggestions for such background details as special abilities, special equipment, monetary resources, family history, etc. The GM can base this background upon the character's raceand profession; as well as the setting of the game itself. This is up to the GM, although the PC concerned should have some input.

There are several possibilities in the Optional Rules, including military training, an NPC Mentor, and hobbies, to help the GM to 'flesh out' the PC background.

10.7 ▮

FINAL CHARACTER PREPARATION

Once the player has completed the steps outlined in Sections 10.1 -10.6, he needs to obtain equipment and supplies for his character. He also needs to total each of his bonuses (i.e., Offensive Bonuses, Defensive Bonuses, and all of the other skill bonuses).

10.71 OUTFITTING

A GM must decide with how much equipment and money his Player Characters begin play. Following are a few basic guidelines:

1) Each player begins the game with one normal energy or projectile weapon of his choice, and two magazines/power packs (one for the weapon and a spare). He must have a skill rank of 1 or more in the applicable weapon skill.

2) He begins with clothes (including a light coat and rugged shoes), a holster and belt for his weapon(s) and equipment, and personal effects (including an ident disc, Elmonit card, grooming items, etc.).

Every player should start with some money (see Section 7.0) with which to buy equipment and to survive on until he can get more. The character may purchase (and start the game with) any equipment and supplies that are allowed by the GM. The GM may wish to make specialized equipment and supplies available.

STAT BONUSES CHART			
1-100 Stat.	Bonus on D100	Devel. Points	Power Points
102+	+35	11	4
101	+30	10	3
100	+25	10	3
98-99	+20	9	2
95-97	+15	9	2
90-94	+10	8	1
85-89	+5	8	1
75-84	+5	7	1
60-74	0	6	0
40-59	0	5	0
25-39	0	4	0
15-24	-5	3	0
10-14	-5	2	0
5-9	-10	2	0
3-4	-15	1	0
2	-20	1	0
1	-25	1	0

10.72 TOTALING THE BONUSES

At this point the player must determine and total his bonuses for skills and other capabilities.

Skill Rank Bonuses — The number of skill ranks is totaled for each skill, and the bonus is determined from the *Skill Rank Bonus Chart*, (pg. 38) and recorded on the Player Character Record on the appropriate skill's bonus line.

Stat Bonuses — For each stat, the stat bonus is obtained from the *Stat Bonuses Chart* and written in the appropriate space next to the stat on the Player Character Record. These stat bonuses are also recorded on the bonus line of any skill to which they apply.

Professional Bonuses — Some professions receive level combat bonuses and skill bonuses (see Sections 4.0). These bonuses are recorded in the appropriate spaces on the Player Character Record.

Item Bonuses — Certain weapons or equipment provide bonuses to certain skills. These bonuses should be recorded on the Player Character Record.

Special Bonuses — These bonuses can come form background, Psion, armor penalties, etc. Some of these bonuses are already on the Player Character Record. Total these bonuses for each skill and place them in the appropriate spaces on the Player Character Record.

Finally, for each skill, all of the bonuses are summed to obtain the total bonus which is used in play.

10.8 ■■■■■
BRINGING THE CHARACTER TO LIFE

The player should develop a scheme and outline of his player character's basic character traits (see Section 9.0). These may be the player's own traits, in which the player character is basically the player himself placed in the game world and situation. Alternatively, the player may choose a persona entirely different from his own, or some medium between the two extremes.

10.9 ■■■■■
PHYSICAL APPEARANCE

"It is only shallow people who do not judge by appearances"

Oscar Wilde
c. Prelmp 9775

In addition to each character's stats (which affect his capabilities during play), it is desirable to have some measure of the character's appearance. In this section, suggestions for determining factors affecting a character are given (i.e., demeanor, hair color, eye color, height, weight, etc.). The GM should keep in mind that these factors are not essential to a game and may be bypassed in the interest of quicker play.

General Appearance — Appearance (Ap) is a value (01-100) which gives a general idea of the character's exterior look (e.g., an 01 or 02 appearance indicates a really ugly person, while a 99 or 00 appearance would indicate a very handsome or beautiful character). Appearance can be determined either by rolling 1-100 (not open-ended) or by rolling 1-100 and adding the character's Presence bonus (with a maximum result of 100 and a minimum result of 20 less than the character's Presence stat). Appearance can rise or fall during play due to circumstances (e.g., scars, diseases, increases in Presence, etc.). This is a very subjective rating and the GM should treat it as a general guideline during play.

Demeanor — This is an indicator of the general attitude that the character seems to present to the world. This is up to the character and GM, but typical demeanors might include: calm, neutral, angry, sly, greedy, silly, stubborn, stupid, rude, aloof, condescending, shy, overbearing, etc.

Physical Appearance Factors — Such factors as height, weight, hair color, eye color, gender, age, and so on should be determined by the GM and the players.

11.0
NON-PLAYER CHARACTERS

All characters whose actions are not under the control of a player (non-player characters, NPCs) are usually under the control of the GM. The extent to which these "NPCs" are developed and interact with the players is a factor that often determines much of the flavor and color in a Role Playing Game. A variety of NPCs can often inject action and uniqueness into a game, making it more like a colorful story than a series of monochromatic conflicts.

However, it is often a difficult chore to determine the capabilities and skills of a large number of NPCs. To help alleviate some of this hassle, the Non-Player Character Table (5.0 in the **GM book**) is provided.

This chart provides a set of skill bonuses for each of the professions described in Section 4.0. A variety of other statistics concerning each class is also provided. Stats for level 1, 3, 5,10, 15, and 20 are given. To obtain the statistics for some other level, merely extrapolate.

These skill bonuses assume that the NPC has average stats in his non-prime requisites and 90's in his prime requisites. Race attributes and special equipment do not figure in these bonuses.

OPTIONAL RULES

These rules are meant to provide more flexibility and variety when starting player characters. GMs should realize that these rules allow characters to start play with more skills than are normal under the basic rules.

12.1

ALTERNATIVE STAT GENERATION METHODS

Under the basic rules, the 10 temporary stats are rolled and then assigned to the 10 individual characteristics. Then the profession is chosen and the potentials are rolled for each stat.

Under this optional rule, the order in which the steps of the process are performed is changed. The 10 temporary stats are rolled normally, then the potentials are rolled, then the temporary/potential stat pairs are assigned to the specific characteristics, and finally the profession is chosen.

This rule is included because often stats will be rolled and assigned, with low stats in characteristics that a player does not want to emphasize. Then the player will choose his profession and roll his potentials. If he is lucky in those areas where he has placed his low stats and unlucky in other areas, he can end up with higher potentials in unwanted areas. This optional rule allows the players more control over their stats, specifically their potentials. If a GM wants a random stat potential situation, he should use the basic rules.

To handle the replacement of prime requisites by 90, the actual D100 rolls for potentials should be recorded. If the prime requisites are replaced with 90's the original D100 rolls can be used to calculate the new potentials.

12.2

OPTIONAL LEVEL ADVANCEMENT RULES

These optional rules concern the process of character and skill development. They make the level advancement process slightly more complicated but more realistic.

12.21 PARTIAL SKILL ADVANCEMENT AT HALF-LEVEL

When a character reaches an experience point that is more than halfway to his next level, he can advance 1 skill rank in up to 3 skill areas. He may only select skill areas he is currently developing.

The reasons for including this rule are threefold. At the lower levels the amount of experience required to advance a level is more than in other SF role playing systems. This reverses at the higher levels since our experience progression is arithmetic, rather than geometric. Secondly, it is a compromise between the reality of a continuous learning process and the playability of developing skills only at discrete intervals. Finally, if the three skills chosen are skills that have recently been employed in the adventure in progress, then this rule reflects the action in the game.

The GM has two options when using this rule; he may allow the player to choose the three skills, or the GM can examine the activities of the character during the past half-level and choose the skills or advance based upon those activities. The GM may also choose to vary these options depending upon the situation.

If one of the "skills" chosen is a Psion List, the character may be allowed to roll to learn the Psion list being developed. If he is successful, then he will be able to cast Psions on the list of a level equal to lower than his current level.

12.22 ADDITIONAL REQUIREMENTS FOR SKILL ACQUISITION

Under the basic rules, there are no physical requirements for skill development. The only requirements for a character to learn a skill are (1) to expend the development points and (2) to gain an experience level. This assumes that the character practices and meditates on the skills which he is learning. The following rules provide requirements that must be met before skills can be learned. The GM can adopt some, none, or all of the following optional rules. These rules add some extra bookkeeping and complexity to the skill development and level advancement process.

Practice and Studying — Under this rule a certain amount of time must be spent practicing and/or studying a a skill to be developed (whichever is appropriate). The amount of time spent should be determined by the GM, depending upon his

world system and the pace that he wants to set for his game. The suggested values are 1 day/skill rank and 1 week for a Psion list. This practice or study can occur anytime after the skills have been chosen for development.

The practice or study should take approximately 8 hours per day. The time could be spread over a long period of time at 8 hours/skill rank and 56 hours per Psion list. Under some world systems (or for some races) this might be more or less than 8 hours per day.

Equipment and Facilities for Practice — A GM may want to require equipment and facilities for practice. This could be accomplished by having gyms, practice arenas, schools, guilds, etc. This adds complexity, but provides a reason for adventure in a town or city setting in a campaign game.

Material and Facilities for Studying — For reasons similar to those given above, the GM may want to require material and facilities for learning and studying Psion lists, linguistics, etc. This requirement would also allow the GM to restrict the use of certain Psion lists that do not fit into the world system being used. It also can be used to initiate quests and adventures to obtain certain rare and expensive Psion lists.

Meditation Period — Often when an experience level is reached by a character it occurs at an active moment during a game. If the character has already completed his practice, he may reasonably request that he be allowed to advance his developed skill ranks. This can be very disruptive.

Under this rule, once an experience level is reached the skills developed are not advanced until the character has slept or meditated for 8 hours (more or less depending upon the wishes of the GM). This reflects the character thinking or dreaming over the experience that he has gained during the last level and how it applies to his skills and abilities.

12.3

HOBBIES

Characters usually begin play with fairly normal Science Fiction Role Playing characters. Due to the cost effectiveness of developing certain skills, this may seem very restrictive to some people. This option suggests that a simulation of hobby skills be used. Hobbies are defined to be in this case skills or abilities that do not normally coincide with the profession of the character. For example, Healers are rarely mass murderers.

At the end of the development period for adolescence, the character may choose a skill as his primary hobby and another skill as his secondary hobby. At the end of his apprenticeship development period (before Psion rolls), the character receives 4 extra skill ranks in his primary and 2 extra skill ranks in his secondary hobby. Any skill can be chosen to be a hobby, and the skill ranks obtained are in addition to any developed by a more normal process. A hobby area cannot have a skill acquisition cost of 20 or more.

This optional rule is only meant to provide a guideline for the use of hobbies we have found they make characters more individualized and unique. A GM may want to change the number of hobbies (e.g., 5-1, 4-2, or 3-3). The GM may want to restrict the use of hobbies to coincide with the individual backgrounds or his world system.

12.4 ■
PC TRAINING

The following sections are designed to be easily interfaced with existant campaigns, and add a considerable amount of detail and personal touch to any player character. Players who wish to utilize these options should discuss the details and ramifications with their GM, as many of the decisions made herein will reflect the overall feel of the campaign in general. By toying with these parameters, players and GMs alike can design more unique and detailed characters, adventures, and campaigns.

MILITARY/PARAMILITARY TRAINING

One of the central aspects of the *Space Master* universe, as well as most other SFRP games, is the all-pervasive presence of various military groups. These groups or services are an integral part of the campaign atmosphere, from the mighty forces of the Terran Empire to the small but dedicated bands of rebel fighters which oppose them. They include any other Provincial or independent navies, scout services, or security forces. Player characters will often encounter these groups, or members of these groups, and some may wish to be enlisted themselves (or to have been enlisted at some earlier time in the PCs life). In either case, the skills and attitudes inherent in any such group will (or should) be recognizably unique to that specific group. In order to create and maintain services such as these, the GM must first determine exactly what sort of training their members would receive. (The core aspect, or "personal-

ity," of all militaristic groups lies in the uniformity of their own specific training – programs). Only by relying upon certain specific fundamental values or skills can any service hope to attain the consistency (and interchangeability) of personnel which is necessary for it to function. This section allows the GM to create and maintain unique and consistent military and paramilitary services (and sub-branches of those services) by use of a simple form. Once completed, this form will guide the GM in the creation of NPC servicemen as well as enlisted PCs. An example of such a form in its completed stage is included at the end of this section; for PC and NPC members of the Devonian Xeno Scouts.

Any NPC servicemen can be assumed to have made it through the training programs delineated here, and will have "reaped the benefits" (i.e., will possess, at a minimum, the skills indicated) of the service which trained him. Therefore, for such NPCs, only the skills learned section of this outline is important. Any player character who wishes to do the same must first pass several tests, meet minimum requirements, and succeed in making it through the training program. Exception: for PCs who have not yet begun play, the GM may wish to simply make the same assumption as is made for NPCs (i.e., training has already been successfully completed). In this case, all that the player need do is expend the required number of Development Points to purchase the indicated skills at the indicated rank. Also, such PCs must be assumed to have entered the service at level 0 (or possibly in adolescence), and will begin play (as per usual) at level one as enlisted personnel, ready to begin their military careers.

MILITARY/PARAMILITARY TRAINING PROCEDURE

General Description: In order to select a service branch which appeals to him or her, the player needs to know several important general facts about any given branch. Likewise, these notes will aid the GM in running NPC servicemen. The general description of any such group should include the group's primary and, secondary responsibilities, as well as the prevailing attitude of the personnel within the group, and perhaps the amount of funding and respect the group receives from its sponsoring government. Once the PC has decided to join a given service branch, the following steps must be followed:

Enlistment requirements: Each service will have its own ideas as to what a "useable' individual is, and these views are reflected in the minimum (temporary) stats and minimum skills requirements. These minimums should be set (when designing the service branch) by the GM, and must be met by any PC who desires enlistment. Likewise, each service branch will have its own ideas as to which individuals will definitely be refused enlistment, regardless of stats and skills (e.g., immigrants, felons, etc). If the PC meets the minimums and does not fall into the refused category, he or she may enlist. The enlistment difficulty is denoted by use of a standard Difficulty Level rating, and indicates the severity of the service's enlistment examinations, physicals, and psychological tests. The PC must succeed in a static maneuver roll modified by this Difficulty Level, along with any stat modifiers given in the modifier(s) section (decided by the GM). Obviously, some branches will desire Reasoning over Constitution, etc. If the total roll is less than 100, the PC has failed the entrance exams (for whatever reason the GM sees fit) and may or may not be able to try again at a future date (depending on whether or not such individuals are refused enlistment by the branch in question). If the total roll is 101 or higher, the PC has passed the entrance exams and is officially enlisted. Some branches will offer enlisting PCs a choice of sub-branches, while others will insist upon completion of "basic training" before any such decisions may be made. Still others will do a background check of enlisting personnel, and this may have some influence upon which sub-branches the PC will be allowed to select.

Divisions and basic training: Any given division or sub-branch (with the exception of "basic training") may have prerequisites, minimum stats, and/or minimum skills requirements above and beyond those of ordinary enlistment which must be met by any personnel who choose to join that division. Likewise, any given division (except basic) may refuse to allow certain individuals to join. If these requirements (determined by the GM when designing the service division) are met, the PC may enter the division in question.

The skills learned in any given division will usually be well known to all citizens of the Province or region, although this does not preclude the possibility of covert organizations whose very existence may be al secret. In any case, once the PC meets the requirements of the division, he or she will spend the indicated time to train in these skills. At the end of this training period (during which the PC is assumed to have expended the necessary Development Points for the skills in question — any leftover DP are forfeited), the player must succeed in another static maneuver roll, at the DIFF. (Difficulty Level) and with the MODS (modifiers) that the GM sees as applicable (these MODS will generally be stat modifiers, although they may be straight additions to or subtractions from the roll, depending upon the GM's view of the service division in question). This is called the Training Roll.

If the adjusted total obtained on the training roll is 100 or lower, the player character has not succeeded in passing through training, and will either have to do it all over again (the skills learned are not cumulative in such a case) or join a different division (assuming that this is possible within the service branch). A critically low roll (of 05 or lower) indicates that some sort of major difficulty has occurred; the PC has suffered some physical damage or stat deterioration, run into legal complications, or has been dishonorably discharged due to an inability to adjust to military lifestyle, etc. Usually, a character who fails a training roll three times will be discharged due to an inability to adjust to military lifestyle, etc. Usually, a character who fails a training roll three times will be discharged from service, and will thereafter be considered refused enlistment for the service branch in question, although this practice may differ from service to service and will almost certainly differ during times of war (during which a positive modifier might be applied to both the enlistment and training rolls, due to the less stringent enforcement of criteria most military groups exercise in such times).

If the adjusted total for the training roll is 101 or higher, the PC has completed training, and will have accumulated enough experience points to place him or her at the bottom of the next experience level. At this time, the PC makes Stat Gain rolls as per the usual procedure, locks in all indicated ranks of skills learned during training and receives any special level bonuses and modifications which may apply due to profession (Section 4.0).

A critically high total on the training roll (of 200 or higher) indicates an unusual level of success; the PC will have been awarded a raise in service rank and/or pay, or will be assigned to a very desirable installation, route, or detail. Lastly, having completed training, the PC will be issued his or her basic equipment. This equipment may (and most likely will) differ from division to division, and should be noted on the form.

For the duration of any PCs enlisted career, the GM will have to approve any study picks the player makes for the character, as the opportunity to study many skills will be greatly lessened (or completely negated) by the nature of the service, division, and/or assignment in question. These stipulations are purely value judgements on the part of the GM, and must also be taken into account during the creation of NPC members of such organizations.

12.5 ▮▮▮▮▮▮▮▮▮
PC SPECIAL ABILITIES

The following are suggested modifications/improvements which might be employed in mutations, eugenically influenced persons, Androids or Replicants. They are by no means the only possibilities, but note that most have corresponding drawbacks, for the purpose of play balance and variety.

1) Inner eyelid (protection from dust/sand/bright light). +20 when operating under such circumstances.

2) Six-digited hands/feet. +10 to Balance rolls and manipulative rolls (Picking locks, delicate repairs, etc).

3) Acute sense of smell: distinguish odors at +50; 30m upwind and 1000m downwind; 60m in still air. Tracking at +25. Skill in recognition possible at a cost of 1/3 (In/Me). However, character is susceptible to nosebleeds and operate at an overall -5 for every 300m above sea level (normal Terran atmospheric pressure) and -50 in severely lower pressure environments. Double all bleeding hits suffered from Vacuum (decompression) Criticals.

4) Natural night vision allows perfect sight in equivalent to Terran normal clear night, 10m even in pitch dark. However, normal sight in full daylight is only possible with goggles or tinted lenses. Goggles cause a -15 Perception penalty.

5) Unusual voice ability provides a +20 when using Public Speaking, Acting, or utilizing the Psionic powers of Voice. However, the vocal chord and tonsil arrangement makes them vulnerable to bacterial infection: possessor must make a monthly RR vs Strep Throat at -30. Even if cured promptly with drugs, there is a 10% chance with each infection that the ability is reduced by 5 (can become *negative*). There is also a chance of acquired immunity to antibiotics if used frequently. In any case, victim cannot speak while ill.

6) Acute hearing allows isolation and analysis of any sound within 300m under normal circumstances, and through up to 3m of solid (non-dampening) material. Also can use high pitched, whistling sounds to determine the size and shape of enclosed spaces (up to 300m) with great accuracy using sonar. Unfortunately, any loud noise nearby (a projectile gunshot, a jet engine, an alarm) will possibly cause deafness. Roll a RR (modified at GM's discretion); deafness lasts one hour/5% failure.

7) Incredible appearance provides +30 to all Seduction, Public Speaking and Acting rolls and certain charisma-oriented Psions (useable against own or very similar race of course. A Trilopter can barely tell one humanoid from another, much less realize that one is "beautiful"). For other skills using Presence add a 20 bonus to that Stat. However, Memory and Reasoning were sacrificed: -10 to those stat bonuses. ("All looks and no brain" as they say...)

8) Improved bone and muscle structure allow a +20 to all leaping maneuvers, as well as double the normal range (2m vertical; 6m horizontal static start; 15m horizontal running start). This attribute also allows a +20 bonus to movement and such skills as Tumbling, Zero-G Maneuvering, and Dance. The drawback is that you must have daily infusions of Calcix IV, a calcium derivative which keeps your tissues in condition. For each day the infusion is missed, your skill reduces by 5. After ten days a comparable permanent decline begins, until after 20 total days the skeleton is too fragile to withstand any strain at all and collapses. As soon as infusions are re-initiated temporary damage is reversed and any permanent damage arrested.

SERVICE BRANCH: Devonian Xeno Scouts   **HEADQUARTERS:** Karoline

GENERAL DESCRIPTION: Handle exploration, scientific evaluation (Resource Development and Sentient Status Ratings), xenological contact and production development on Frontier worlds; supply and transport aid during wartime. The most lenient and least glorified of the Devonian services. Standard tour is five years, one year tours available for specialists.

ENLISTMENT REQUIREMENTS

MINIMUM (TEMP) STATS: CO 75, IN 60

MINIMUM SKILLS: Perception (1 rank)

REFUSED ENLISTMENT: Repeat drug offenders, Colosians, suspected subversives, the physically handicapped,
MERLOGH offenders.

ENLISTMENT DIFFICULTY: ROUTINE   **MODIFIERS(S):** CO/IN

DIVISIONS AND BASIC TRAINING

DIVISION	Admin.	Basic/Spt.	Engineers	Piloting	Survey
PREREQUISITES	Prof: ADM	None	BASIC	BASIC	BASIC
			TECHs/ENG	PILOTs	EX/RE/PLs
MINIMUM STATS	RE 75	As above	AG 75	Qu 75	In 75
				AG 60	
MINIMUM SKILLS	A Math 1	As above	A Math 1	As above	As above
REFUSED	Non Devon	As above	As above	As above	As above
	citizens				
SKILLS LEARNED	Admin 2	Admin 1	Contort 1	Stargz 2	Surv**2
	Diplo 1	Signal 1	Rep. SA 2	Orb Plt 2	1st Aid 1
	Trade 2	MNV:LBA 3	Mech T 2	N Plt 2	Mult SA 2
	A Math 2	Percep 1	Elec T 2	H Plt 2	Planet. 2
	Propag. 1	Body Dev 1	Comp T 2	N Astro 1	Gen Bot 1
	Planet. 1	AFV 1	Pow T 2	H Astro 1	Gen Zoo 1
		Planet. 1	Mech En 1	SENSR 2	G Anthr 1
		Stun Pst 1	Electrn 1	EW.Comm 2	G Psych 1
TIME TO TRAIN	0.3 years	0.3 years	0.3 years	0.3 years	0.3 years
DIFFS & MODS	MDM RE	LT CO/IN	MDM IN/AG	HD QU/IN	MDM CO/IN
BASIC EQUIPMENT	Microcomp	Dura. Vest	R Scanner	As BASIC	As BASIC
	Discviewer	Abs Shld	Toolkit		
	Desk	St Pistol			
		UV Goggles			
		Ear Comm			
		3 En Cells			
		2 R/A pacs			

MILITARY/PARAMILITARY TRAINING FORM

SERVICE BRANCH: _____ **HEADQUARTERS:** _____

GENERAL DESCRIPTION:

ENLISTMENT REQUIREMENTS

MINIMUM (TEMP) STATS:

MINIMUM SKILLS:

REFUSED ENLISTMENT:

ENLISTMENT DIFFICULTY:	MODIFIER(S):

DIVISIONS AND BASIC TRAINING

DIVISION					
PREREQUISITES					
MINIMUM STATS					
MINIMUM SKILLS					
REFUSED					
SKILLS LEARNED					
TIME TO TRAIN					
DIFFS & MODS					
BASIC EQUIPMENT					

9) Training and selective brain use allow you to slip into *Memory Mode,* which allows assimilation of data at 10x normal speed (reading about 5,000 wpm) and total recall. This is particularly useful for learning languages and other memory related skills (cost for learning languages and history is halved.) However, this is very draining to the body. The day following each daily (lengthy: one hour or more) use of the ability, your temporary Co is reduced by 30. Also, Reasoning and Intuition are sacrificed: these stats are at -10 to their bonuses. Short-term *Memory Mode* (memorizing a brief manuscript or conversation) has no such ill effects. *Memory Trance* duration is pre-set before entering to last, for instance, as long as the conversation, tape or manuscript. Someone in the Trance cannot be awakened prematurely except by extreme means (slapping or other pain); memory of the trance in progress is lost .

10) Superb synapse development allows for blinding reactions: +20 to OB, and DB (in addition to normal Stat bonuses). You will always strike first unless surprised; and have the option of using adrenal *Speed* at will, 100% chance of success (with appropriate Adrenal Moves Rules applicable, pg. 12). To balance this activity, you require 1/2 again as much rest as the average person every night. (For most hominoids, 8 hours is the norm, so you would require 12). If the full rest was not gained, the ability is not useable for that day.

11) An elaborate gill system exists in addition to your lungs, allowing you to breathe either water or air with equal ease. The volume cost, however, reduces your exhaustion point total by 1/3 (with a 90 Co, one would normally have 90 Exhaustion Pts; you have 60). You are also susceptible to asthma attacks: 5% chance every time you come out of the water that you are incapacitated for 1-10 turns (minutes).

12) Due to unusual joint design you gain a +20 to all thrown attacks as well as static maneuvers involving the hands (locks, repair/construction) or feet (Balance). You also gain a +30 bonus to Contortions, being able to realign many joints. Unfortunately, whenever you land after a fall or leap, or strike something with your hand or an object in your hand, you must roll a RR for the ankle or wrist joint. On a roll of 01-05 the limb is sprained, you are

stunned 1-10 rounds, and you are at -75 for appropriate actions until the sprain is healed.

13) Due to unheard-of Empathic abilities, you have a +20 to all skills utilizing that stat, and in addition have the ability to judge truth in others. To judge truth, you enter a *Truthtrance,* in which you can tell 80% of the time whether a statement is true. The remaining 20% you simply cannot tell, and reiteration of the statement only clouds judgement. When declaring truth, however, you are 98% accurate (For this roll, only the GM knows for sure; there is always a margin for error). You must be within 5m of the speaker in person for full accuracy. Truthtrance can last as long as desired, but sleep double the time length of the trance is *immediately* required (the truthsayer passes out). Unfortunately, you are forever at -50 to Acting attempts; and, perhaps worse, you are so sensitive to those around you that if any friend (group member, for game purposes) within 10m takes damage (hits) *you* take exactly half as many as he or she does. You do not take their criticals, but the hits can send you into unconscious shock, after which you take no more (since they are mentally inflicted). These hits come from any and *all* friends in the radius, and can be cured as normal hits are healed.

14) As a result of superior muscle and skeletal structure you are unusually strong and have an additional +20 to Strength bonuses (in addition to normal stat bonuses). However, You have a slight control problem and must roll every time you apply strength in a more delicate situation (opening a door, picking up a glass). A roll of 01-05 indicates that you overestimated and probably broke whatever you are holding. This is GM discretion, but as an example, one roll for breaking something during a meal is enough.

15) A superior conscious control of your body's internal functioning gives you a number of abilities: to concentrate platelets at a bleeding wound and stop up to one hit per round bleeding for every round of concentration; to be immune from the effects of *Stun;* to enter a trance and devote your body's full power to resisting a poison or disease (+50 to RR); to take double the normal number of hits without losing consciousness. It's too bad that you have chronic memory problems. Every time you wake up from sleep you must

roll to see how many skills (zero, one or two) and which of your skills (including Secondary skills, Psion lists, and all others but body development) have been totally forgotten. Those skills are forgotten for that day, but restored during sleep; new skills could be lost tomorrow.

Note: *you never forget this special ability.*

12.6
VERY HIGH STAT BONUSES

Below is a chart for detailing two options for very high stats.

	EXTENDED STAT BONUSES			
	Option 1		Option 2	
STAT	BONUS	PP	BONUS	PP
100	+25	3	+25	3
101	+30	3.5	+30	3
102	+35	4	+35	4
103	+40	4.5	+40	4
104	+45	5	+45	5
105	+49	5.4	+50	5
106	+53	5.7	+55	6
107	+57	6	+60	6
108	+61	6.25	+65	7
109	+65	6.5	+70	7
110	+68	6.75	+75	8
111	+71	7	+80	8
112	+74	7.25	+85	9
113	+77	7.5	+90	10
114	+80	7.75	+95	10
115	+82	8	+100	11
116	+84	8.2	+105	11
117	+86	8.4	+110	11
118	+88	8.6	+115	12
119	+90	8.8	+120	12
120+	+1/lvl	.2/lvl	+5/lvl	.5/lvl

12.7
INTEGRATING STAT AND RACIAL BONUSES

To some GMs the different Racial bonuses (such as for Transhumans) are somewhat tedious, as they are held separate from the actual stat. One way of dealing with this is to change the character's actual stat (temporary and potential) to reflect the bonus.

Example: *Meteora is a Transhuman VII with a temporary strength of 89 and potential of 99. Consulting the Racial Statistics Chart (page 45) the GM notes that Meteora has a Racial St bonus of +25. An 89 would give her a +5, a 99 is +20. Thus, rather than keep two separate bonuses, the GM adjusts Meteora's 89 to a 101 and (consulting the* Extended Stat Bonuses Chart) *her 99 to a 104.*

PART II: PERSONAL COMBAT

WEAPON TERMINOLOGY AND USEFUL ABBREVIATIONS:

Automatic: Refers to any weapon which is capable of rapid-fire bursts of ammunition.

DB: Defensive Bonus, the total of a number of modifiers which affect how difficult it is to "hit" an opponent.

Energy weapon: Any weapon which projects an energy beam/burst as opposed to a physical projectile or missile weapon.

Fire: Any distanced weapon attack, this term corresponds to the "missile" concept in *Rolemaster*, but is broadened to encompass projectile and energy weaponry.

Melee: Hand-to-hand combat (as opposed to "fire" combat) where opponents are physically engaged — be it a fistfight, a duel with rapiers, or a wrestling match. All of these are considered melee.

Missile weapon: In *Space Master* this indicates a low velocity airborne projectile; usually from a manually fired weapon. Such weapons include an arrow from a bow, a quarrel from a crossbow, a stone from a sling, a dart from a dart gun, etc. Thrown weapons are also included in this area. Normally, missile weapons do **not** include projectiles fired by explosions or other high-velocity propulsion means. Grenades are delivered (thrown) as missile weapons, but the effect/attack of a grenade is resolved as a *projectile* weapon attack (due to concussion and shrapnel effects).

OB: Offensive Bonus, the total of a number of modifiers which affect an attacker's chances of hitting an opponent with a weapon.

Projectile weapon: As opposed to a *missile* weapon, this indicates a device which mechanically fires a high-velocity projectile.

Psion: Referring to Telepathic/Psionic power; the act of using such power. This corresponds the the *Rolemaster* term "Spell" which refers to the use of a magical ability.

Self-reloading: Refers to any weapon which reloads (or recharges) itself and is ready for another shot almost immediately (i.e., it is capable of two attacks in the same round). Most energy weapons and projectile weapons fall into this category, while normal bows and thrown weapons do not. In terms of *Space Master*, a self-reloading weapon is any weapon with a "Rate of Fire" of 2/rnd or 2 bursts (see the **Tech Book**).

13.0

THE BATTLE ROUND

All combat in the *Rolemaster* system takes place within a framework of ten-second *rounds* and one-minute *turns*. Normally, each combatant is allowed one attack roll per round, whether it be a spell/Psion, missile (bow and thrown fire) or melee. The rationale behind allowing missile and melee combatants only one roll every ten seconds is that, though he or she may actually swing or shoot more often that this, only one *effective* attack is made in a given round.

This concept is preserved in spirit in the *Space Master* system, though allowances have to be made for advanced multi-shot (i.e., self-reloading) weapons like revolvers, submachine guns, and plasma repeator rifles.

The basic principle to keep in mind is that each action takes a percentage of a round to complete. For example, one can view a physical attack as at least a 50% activity, casting a Psion as a 75% activity, preparing a Psion as a 90% activity, and movement as a 0-100% activity. Thus someone that casts a Psion may not make another attack.

For the sake of consistency, *Space Master* assumes that missile (bow and thrown weapon) attacks take 50% activity as opposed to the normal 75% for 1st Edition *Rolemaster*. Both *Space Master* and the upcoming 2nd Edition *Rolemaster* will use this 50% figure with very specific "reloading" times. 2nd Edition *Rolemaster* will also incorporate the "two fire phase" battle round sequence presented in the next section.

13.1

THE BATTLE ROUND SEQUENCE

The combat sequence in *Space Master* is essentially the same as that used in the 1st Edition *Rolemaster* system, with a few additions necessary to incorporate the superior abilities of high-tech weaponry. The expanded *Space Master* combat round sequence is shown below, with the new additions asterisked. The RM "Spell" phases are now called "Psion" phases and the RM "Missile" phases are now called "Fire" phases.

There are now *two* Fire Phases (and of course, two Fire Result Phases). Only hand weapons which do not require reloading may fire in both phases (e.g., not a bow, crossbow, or single shot firearm). Examples are automatic pistols, assault rifles, and most energy weapons. These weapons can be fired more easily and frequently, and are thus offered two rolls during the round sequence. Details of exactly how self-reloading weapons are to be used are found later in this section.

1 — Psion Action Phase
2 — Psion Results Phase
3 — Psion Orientation Phase
4 — Fire Phase (A)
5 — Fire Result Phase (A)
6 — Movement/Maneuver Phase
7 — Fire Phase (B) *
8 — Fire Result Phase (B) *
9 — Melee Phase
10 — Melee Result Phase
11 — Final Orientation Phase

PSION PHASE

All combatants who will cast (or prepare) a Psion during this round must specify any pertinent information to the GM (Psion type, target, option to wait for opportunity fire, etc.). If any spells are to be cast/prepared, they would also be specified in this phase.

PSION RESULTS PHASE

All "cast" (not prepared) Psions and spells specified in the previous phase are resolved simultaneously, unless an exception is indicated by the system or the GM. Effects are applied immediately, except Psions held on opportunity.

• Movement/Maneuver is reduced to a maximum of 25% of normal for those who have cast a Psion this round, and 10% for those who have prepared a Psion.

PSION ORIENTATION PHASE

All combatants who performed unusual activities during the previous phase (e.g., *Teleportation, Leaving,* etc.) must make an orientation roll to determine how well they have adapted themselves to their new surroundings. An exceptionally low roll might incapacitate them for the remainder of the round and prejudice their chance for successful action in the next round, while an exceptionally high roll would indicate the best possible result (intermediate values should be adjusted by the GM if necessary). The GM must determine what constitutes unusual activity within the context of the situation.

FIRE PHASE (A)

All combatants who will fire during this phase must specify missile type, target/target area, and any other pertinent information. Users of self-reloading weapons (e.g., energy and automatic/semi-automatic projectile) are able to fire in both this and Fire Phase B. Users of missile (bow) weapons and thrown weapons may fire in either phase, but only one. Exception: theoretically a character with a throwable weapon in each hand may throw one in Fire Phase (A) and one in Fire Phase (B).

• Psion casters/preparers may **not** fire.

FIRE RESULT PHASE (A)

All missile attacks specified in the previous phase are resolved simultaneously, unless an exception is indicated. All results are applied immediately. In the following phases, all phase (A) firers have 50% of their activity left and thus may:

• Melee with a -50 mod to OB; **or**
• Move/maneuver at 50% of normal; **or**
• Fire normally in Fire Phase (B) (self-reloading Weapon Firers only, because other weapons will require a "reload" maneuver).

MOVEMENT/MANEUVER PHASE

All combatants in play may move up to the maximum of their movement allowance (depending on movement system, and any activity engaged in during the earlier phases, see Section 19.0). Success or failure of an extraordinary maneuver must be resolved as indicated in Section 18.2.

• *Reloading* is treated as a maneuver that may take anywhere from 30% of normal activity to 300% or more of normal activity.
• Normally, drawing a weapon takes 20% of normal activity while changing weapons takes 50% of activity.

FIRE PHASE (B)

Same as Fire Phase (A), except that a character may **not** fire if he has done any of the following this round:

• Cast/prepared a Psion.
• Fired in Fire Phase (A) and moved/maneuvered.
• Moved/maneuvered more than 50% of normal allowance.
• Been incapacitated and/or failed an orientation or maneuver roll.

FIRE RESULT PHASE (B)

Essentially the same as Fire Result Phase (A).

MELEE PHASE

All characters may make a melee attack except those who have done any of the following this round:

• Cast or prepared a Psion.
• Fired in Fire Phase (A) and moved/maneuvered.
• Moved/maneuvered and fired in Fire Phase (B).
• Fired in Fire Phase (A) and fired in Fire Phase (B).
• Moved/maneuvered more than 50% of normal allowance.
• Been incapacitated and/or failed an orientation or maneuver roll.

MELEE RESULT PHASE

Within each group of combatants attempting to melee attack each other, attacks are conducted according to the following sequence:

1. Determine order in which combatants will attack by comparing initiative (Quickness, and other factors, depending on circumstance).
2. First combatant attack and result are applied immediately.
3. Second combatant, third combatant, etc., attack and apply results in order.
4. First combatant attacks with any useable second weapon, if any(e.g., he entered melee with a weapon in each hand, he is hasted, etc.).
5. Second, third combatants, etc., attack with second weapon, if any.

FINAL ORIENTATION PHASE

In the judgment of the GM, any combatant who has been under significant pressure (e.g. surprise), or has made an unusual maneuver may be required to make an orientation roll, which may affect his ability to act in the next round.

13.2 ▮▮▮▮▮▮▮▮▮▮

EXCEPTIONS TO THE BATTLE ROUND SEQUENCE

OPPORTUNITY ACTION

Combatants may plot *opportunity action* if they wish to perform a combat activity in a following phase of the current round or a following round. For example, a combatant may wish to withhold his Fire attack until he sees who is moving where, and then fire. Opportunity action is announced during the correct phase for the desired action. Movement restrictions apply as if the combatant had actually performed the action during the correct phase. A combatant who has planned opportunity action can take no other action (except reduced movement) until the action is performed or cancelled. Opportunity fire occurs first in a phase, unless otherwise indicated by the GM (see Section 14.5).

Example: During the Psion phase, a combatant with a prepared Psion announces opportunity Psion casting. He may then cast the Psion in any of the following phases of this and the following rounds. Until he casts the Psion, he may neither melee, fire, nor make extraordinary maneuvers. He is also reduced to 25% of his normal movement until the round after he casts the Psion or until he cancels this opportunity action. During a fire phase of some following round, a character attempts to fire a gun. The Telepath who has planned opportunity fire now casts his Psion, resolving it before the gun may be fired. If the gunman is killed or incapacitated, the attack will not take place.

OB PENALTIES FROM MOVEMENT/MANEUVER

If a character moves/maneuvers and then fires in Fire Phase (B) or melees in Melee Phase, he takes an OB mod to that attack. The OB mod is -5 for every 5% moved/maneuvered. In order to fire or melee, the character must have moved/maneuvered less than 50% of his normal allowance and performed no other activity.

CHANGING TARGETS

In certain circumstances in which a character changes targets, he may take an OB mod against his new target for one attack. In all cases, the character must be aware of the new target in order toface it..

In Fire Phase (A): If the firer attacked a target in Fire Phase (B) of the previous round *and/or* the Melee Phase of the previous round, he must take a -20 mod to his attack if the new target is 0° to 90° from the previous target **or** a -40 mod to his attack if the change is 91° to 180°.

In Fire Phase (B): If a character fired at a target in Fire Phase (A), he must take a -20 mod to his attack if the new target is 0° to 90° from the previous target **or** a -40 mod to his attack if the change is 91° to 180°.

In Melee Phase: If a character fired at a target in Fire Phase (A), he must take a -20 mod to his attack if the new target is 0° to 90° from the previous target **or** a -40 mod to his attack if the change is 91° to 180°.

In Melee Phase: If a character fired at a target in Fire Phase (B), the new target must be within 0° to 90° of the previous target and the character takes a -30 mod to his attack. If the change is 91° to 180°, the character will be unable to melee the new target, but he can change the target's attack (if any) to a flank attack instead of a rear attack.

FIRE-AND-MELEE

If he performs no other actions, a character may fire with a weapon in one hand and then melee with a weapon in his other hand. However, if he wishes to fire with a weapon in one hand and then switch another weapon to the same hand to melee with, he must take a -20 mod to both attacks.

Both weapons must be "1-Handed", the fire weapon must be dropped (or thrown), and the melee weapon must be held in the other hand during firing. The missile target should be the same as or very close to the melee target. This is only allowed *before* a combatant actually enters melee. Of course, the character may perform no other activity during the round.

FIRE WEAPONS IN MELEE

In general, fire weapons cannot be used while engaged in melee. However, a GM may allow a relatively small one-handed weapon (e.g., a pistol, thrown dagger, etc.) to be fired in melee in certain situations. The potential firer must be able to make a normal melee attack (e.g., may not have performed earlier actions that would prohibit him from making a melee attack).

In such a case, the firer's opponent should make his melee attack first. Then the firer should make a maneuver roll to see if he can fire. If successful, the firer would then be allowed to fire his weapon. If this maneuver is attempted, the character may not make his normal melee attack.

FIRE WHILE MOVING

A characters using a fire weapon that performs no other actions in a round has the option of combining his movement with Fire Phase (B). In this way, the combatant may move up to 50% of his normal movement allowance, and fire during movement at -50 to his attack.

A GM should require a maneuver roll for this action. (e.g., If the character fails the roll, he may only get part of the way through his movement, or perhaps not be allowed to fire.)

Note: *Opponents on "opportunity fire" would have the option of firing at a character attempting such a maneuver before he would fire at them.*

13.3 ▉▉▉▉▉▉▉
RELOADING

A character may attempt a maneuver to reload his weapon during any Movement/ Maneuver Phase. The percentage of normal activity that is required varies for different weapons from 30% to 300% or more. Each type of reload has a required activity percentage. These "reload times" differs from those in **Rolemaster** but the effects in play are approximately the same.

If the activity % required cannot be completed during a single Movement/ Maneuver Phase then it may be continued in the Movement/Maneuver Phase of the next round (e.g., if reloading takes 150% activity, it will take at least one full round and half the activity of another round to complete). If any other action is taken during a reloading maneuver, the reloading is canceled and must be restarted from scratch.

Type of Reload	% Activity
Projectiles:	
Single Shot	30
Clip	50
Belt	100
Energy Power Supplies:	
Cell	50
Cartridge	75
Pack	100
Bow Ammo:	
Short Bow	60
Composite Bow	70
Long Bow	80
Light Crossbow	170
Heavy Crossbow	230
Miscellaneous:	
Sling	50
Drawing a Weapon	20
Sheathing a Weapon	30
Picking up a Weapon	40
Changing Weapons	50

Option 1: A GM may allow a character to reduce the required % activity for a reload by up to 30% of normal activity by taking a OB penalty for his next fire attack. The OB penalty is equal to the activity reduction (e.g., a reduction in reload time of 20% of normal activity would result in a -20 OB mod). For bows and slings, this

option closely reflects the reload rules found in **Arms Law & Claw Law**.

Option 2: A GM may allow a character to make a maneuver roll to attempt to reload in less than the required time. We suggest that the minimum reload time be no less than half the normal amount. For example, a reload in half the normal time would be a Extremely Hard maneuver, in 3/4 the normal time would be a Hard maneuver, etc.

13.4 ▉▉▉▉▉▉▉
MANEUVERING

When a combatant indicates an attempted maneuver, the GM should assign a *degree of difficulty* to the maneuver. The degree of difficulty is chosen from those listed across the top of the *Personal Maneuver Chart* (18.4). The combatant then makes a maneuver roll. After the maneuver roll is modified by bonuses and penalties, the net maneuver roll is cross-indexed with the degree of difficulty of the table to obtain the result. It is important to remember that certain maneuvers may be deemed Impossible by the GM. The player should be advised that such a maneuver is doomed to failure.

Maneuver Roll: The outcome of an attempted maneuver is resolved by rolling percentile dice. The number result is the maneuver roll, which is open-ended.

01-05 Roll: An unmodified dice roll between 01 and 05 inclusive indicates exceptional clumsiness. The dice are rolled again and *subtracted* from the first roll. If the second roll is between 96 and 100 inclusive, then a third roll is made and also subtracted, and so on. The sum of these rolls (often a negative number) is the maneuver roll.

96-100 Roll: A dice roll between 96 and 100 inclusive indicates exceptional agility. The dice are rolled again, and the result added to the first roll. If the second roll is between 96 and 100 inclusive, then a third roll is made and also added, and so on. The sum of these rolls is the maneuver roll.

Note: *Open-ended rolls can only continue in one direction once that direction has been established by the initial roll; they cannot see-saw up and down.*

Maneuver bonuses and Penalties: Attempted maneuvers can be affected by various factors such as skills, armor and special equipment. Bonuses and penalties for these factors are outlined in *The Static Action Chart* (18.3). The sum of these bonuses and penalties is added to the maneuver roll to determine the net maneuver roll.

Maneuver Results: Most results are self-explanatory, but a percentage result can be interpreted in several ways by the GM. In the case of an all-or-nothing maneuver (i.e., no partial success) a second dice roll must be made. If this second roll is equal to or less than the original percentage result, then the maneuver succeeds. Otherwise, the maneuver fails. If a maneuver can be partially successful, then the original percentage result is the degree of success.

13.5 ▮▮▮▮
ORIENTATION ROLLS

When required by the GM, a combatant must make an orientation roll to determine his degree of self-control and awareness. The GM must determine the difficulty of the orientation, then the combatant makes the orientation roll in the same manner as a maneuver. Failure means disorientation and no further action is allowed for that round. Success means that the combatant is under control and aware of the situation, and may take further action that he would normally be allowed.

13.6 ▮▮▮▮
MOVEMENT CONFLICTS

When two or more combatants attempt to perform conflicting movements (such as two characters who are headed for the same space), the GM may choose to resolve the conflict by having the combatants in question make maneuver rolls. If one character succeeds and the other fails, the result is obvious. Otherwise:

• The conflict can be considered a draw, and movement for the involved parties can be terminated at the point of conflict;

or

•The GM can use a comparison of maneuver rolls (higher roll having choice of position) **and** by common sense. A combination of the two is possible, where one of the characters, due to position, might have an add to his maneuver roll, but phenomenal luck could still beat him.

In these cases of conflicting movement, the GM will have to ultimately decide himself the outcome of the conflict. The maneuver rolls of the involved parties are intended to aid him in his decision.

13.7 ▮▮▮▮
HASTE AND SPEED

Certain Psions will modify the normal turn sequence to some degree. The most common of these modifications will be *Haste* (or *Speed*). A person who is hasted will basically have 200% normal activity,

but must abide by the sequence restrictions. That is, whatever activity the person takes will have to occur in the proper phase (thus, a hasted person could **not** move, fight and then move again, denying his adversary the chance to swing back). A hasted person could fire a bow, move and then melee, **or** attack twice in a melee phase (once at the beginning and once at the end).

• A hasted character may not fire more than twice a round.

• Psions take a hasted caster 1/2 the normal time to prepare and throw, but throwing more than one Psion/round is still prohibited.

Psion Class	When takes effect	Remaining Activity
I	Psion Results Phase	125%
II	Psion Results Phase	35%
III	Next turn	20%

In the case of a class III Psion prepared by a hasted caster, it should be treated as a class I Psion next turn (when it takes effect, and for the purposes of determining the movement allowed to the caster afterwards) whether the caster is hasted that round or not.

Note: If the GM is prohibiting the casting of two Psions in one round, as is suggested, he may also wish to prohibit the preparation of a second Psion in the same round that another is cast.

14.0 ▮▮▮▮
UNUSUAL SEQUENCE MODIFICATIONS

The personal weapons listed in the Master Weapons Charts provide a combatant with ample opportunity to utilize destructive mechanisms in a variety of clever and deadly ways. Below are listed the combat options which characters in the game of *Space Master* may use. They include semi-automatic fire, automatic fire, weapon combinations, opportunity fire, and alternate firing methods.

14.1 ▮▮▮▮
SINGLE SHOT/SEMI-AUTOMATIC FIRE

Whether a weapon is allowed 1 shot per round (1/rnd) or 2 shots per round (2/rnd), such fire is assumed to be of a discreet nature, with each shot opportunity aimed at a single target. Some weapons may be fired in either an automatic or semi-automatic mode. Skills in a particular weapon must be developed separately for each of these two modes of fire, though they are considered to be "similar" skills for determining bonuses.

The only weapon that has the possibility of affecting more than one target with a single shot (barring the use of some Optional Rules) is the shotgun (standard or sawed-off).

Conventional Shotguns (standard and sawed-off)

If the primary target of a shotgun discharge is next to another potential target, that potential (secondary) target may be attacked with another (secondary) combat roll if: **A)** the secondary target is within 5% (lateral displacement) of the range to the primary target, (10% if the shotgun is sawed-off) and **B)** the attacker also has a clear line of fire to that secondary target. To simulate the reduced effect of a shotgun discharge at a secondary target, allow no OB modifier to the secondary combat roll.

Example: K. Borgstr, leader of the Impertinent Slobs, is armed with a 15mm Shotgun and is being charged by two Frothing Berserkers out in the open. He discharges his shotgun when they are 40 meters away, selecting his primary target to be the Berserker "on the left". He may make a secondary combat roll against the other Berserker (on the right) if that second Berserker is no more than 2 meters (5% of 40) to the side of the first Berserker. K. Borgstr may not add his OB with the shotgun to his secondary combat roll against the Berserker on the right.

14.2 ▮▮▮▮
AUTOMATIC/BURST FIRE

Several automatic Projectile weapons, and a fewer number of Energy weapons, are allowed to use the Burst Fire option in combat. Some weapons use it exclusively. A single burst is assumed to be a discharge of five to ten individual shots. For rules lawyers who like to keep strict track of such things, a burst is considered to be an exact discharge of five (5) individual shots.

14.21 STANDARD BURST OPTIONS

Burst fire can be used in three different ways. An attacker may:

1) spray a restricted arc in front of him with Burst Fire in the hopes of affecting multiple targets, or,

2) spray a restricted arc in front of him with Burst Fire in the hopes of affecting a single target and having an enhanced probability of hitting, or finally,

3) concentrate the Burst Fire at a single target in the hopes of inflicting a greater amount of damage than would have been done otherwise.

Example: Dexter P. Flarghoser, possessor of a Burst Fire capable weapon, faces several hostile Belching Infiltraters. He now has three options. Dexter can try to hit five of them by spraying a burst. Alternatively, he could spray a tight burst across one of the Infiltraters, increasing his probability of hitting, but only hitting him with one strike and possibly damaging up to four secondary targets. Finally, Mr. Flarghoser could hold his Burst Fire on one Belching Infiltrater, significantly increasing the damage he could do.

Below is an elaborated description of these three options:

SPRAY MULTIPLE TARGETS

Burst Fire capable weapons may spray a 60 degree arc at Short Range, a 30 degree arc at Medium Range, or a 15 degree arc out to Long Range. The attacker may specify from two (2) to five (5) targets within the given arc as being subject to the Burst Fire attack. Each target so selected must be adjacent (i.e. relatively close) to at least one other target. In other words, potential targets in the firing arc may not be skipped so that two widely separated targets (or groups) may (only) be affected by the spray. If an attacker sprays Burst Fire indiscriminately into a group of targets, determine up to five randomly which may be affected.

Example: A line of ten unsuspecting Trilopters are approaching a hidden machine gun nest manned by a Frothing Berserker. The Frothing Berserker may not select two 'lopters at one end of the line and three at the other end as targets of his Burst Fire attack. He would have to choose up to five that were next to one another.

If, on the other hand, the Trilopters were milling about in a disorderly group, the Frothing Berserker would just fire into them, and five would be randomly selected for the combat resolution process. Poor things.

Every eligible target is attacked on the appropriate table with separate combat rolls made for each one. The attacker's Offensive Bonus is halved for each separate combat roll. Such multiple target attacks are resolved on the appropriate table as if the target had been the subject of a single shot attack.

SPRAY SINGLE TARGET

Firers of Burst Fire capable weapons may select a single target within range and spray him with a burst of fire, not with the intention of hitting him with multiple strikes, but rather getting an enhanced probability of at least hitting him with one. Such firers expend a full burst of ammunition, receive a +25 to their OB for that attack, but any hit obtained is resolved as if the target had been subject to only a single shot attack.

If there are other potential targets to one meter of either side of the primary target, up to four of them (selected at random) are attacked as secondary targets. There is no Offensive Bonus modifier to these secondary attacks.

CONCENTRATE ON SINGLE TARGET

Burst Fire weapons may concentrate their multiple projected strikes on a single target within range, with the intention of hitting him with more than one strike. One combat roll is made with normal modifiers and cross-referenced on the appropriate attack table. Any concussion hits delivered are multiplied by 150%, and critical results become enhanced. Refer to the specific cases in this section for more details.

Example: A Frothing Berserker unloads a burst of Heavy MG fire into an unarmored Idorian at Short Range. After modifying the combat roll, the Berserker tops-out and scores a 37G result on the Small Projectile table. The actual damage delivered would therefore be 56 concussion hits (150% of 37), an "E" Automatic/Shrapnel critical and a "B" Impact critical. That Idorian should have been wearing his exoskeleton.

14.22 BURST OPTIONS FOR SPECIFIC WEAPON TYPES

Let us examine each of these three options in the context of the various weapons which can use Burst Fire (assuming standard ammunitions are used).

Conventional Machine Pistols, Assault Rifles, Machine Guns, and Rocketguns:

1) Spraying Burst Fire against multiple targets. Every eligible target (up to five) is attacked on the Small Projectile table, with a separate combat roll made against each. Halve the attacker's Offensive Bonus. The normal number of concussion hits are delivered with Puncture and possible Impact criticals.

2) Spraying Burst Fire against a single target. Add 25 to the Attacker's OB. Use the Small Projectile table. The normal number of concussion hits are delivered with Puncture and possible Impact criticals.

3) Concentrating Burst Fire against a single target. Use the Small Projectile table. Multiply the concussion hits by 150% and change the normal primary critical (Puncture) to an Automatic/Shrapnel critical.

Autoshotguns:

1) Spraying Burst Fire against multiple targets. Every eligible target (up to five) is attacked on the Shotgun table, with a separate roll against each. Halve the attacker's Offensive Bonus. The normal number of concussion hits are delivered with either Puncture (or, depending on the type of ammunition, Slash) criticals, or an Automatic/Shrapnel critical.

2) Spraying Burst Fire against a single target. Add +25 to the Attacker's OB. Use the Shotgun table. The normal number of concussion hits are delivered with a Puncture (or Slash) critical, or an Automatic/Shrapnel critical.

3) Concentrating Burst Fire against a single target. Use the Shotgun table, but any concussion hits scored are multiplied by 150%, and all criticals are rolled on the Automatic/Shrapnel Critical Table.

Note: the GM may wish to enhance this truly deadly weapon by rolling the Automatic/Shrapnel critical twice when the Autoshotgun is used in this way.

Needleguns:

1) Spraying Burst Fire against multiple targets. Every eligible target (up to five) is attacked on the Small Projectile table, with a separate combat roll made against each. Halve the attacker's Offensive Bonus. The normal number of concussion hits are delivered with Slash and possible Impact criticals.

2) Spraying Burst Fire against a single target. Add 25 to the Attacker's OB. Use the Small Projectile table. The normal number of concussion hits are delivered with Slash and possible Impact criticals.

3) Concentrating Burst Fire against a single target. Use the Small Projectile table. Multiply the concussion hits by 150% and change the normal primary critical (Slash) to an Automatic/Shrapnel critical.

Plasmatic Repeaters:

1) Spraying Burst Fire against multiple targets. Every eligible target (up to five) is attacked on the Blaster table with a separate combat roll made against each. Halve the attacker's Offensive Bonus. The normal number of concussion hits are delivered with Heat and possible Radiation criticals.

2) Spraying Burst Fire against a single target. Add 25 to the Attacker's OB. Use the Blaster table. The normal number of concussion hits are delivered with Heat and possible Radiation criticals.

3) Concentrating Burst Fire against a single target. Use the Blaster table. Multiply the concussion hits by 150% and add an Impact critical of the same severity as the primary (Heat) critical delivered.

Example: Jym-bob, armed with a Plasma Repeator Rifle, concentrates his Burst Fire capability on a Frothing Berserker who is screaming maniacally and waving a hatchet over his head (this is, therefore, an example of the third Burst Fire option). Due to an incredible OB, Jym-bob scores a 66H result on the Blaster table. Thus the Frothing Berserker takes 99 concussion hits (150% of 66), an "E" Heat critical, "E" Impact critical, and a "C" Radiation critical. The Berserker is toast. Good shooting, Jym.

14.3
WEAPON COMBINATIONS

A number of weapon combinations are possible in *Space Master*. A combatant may weild a dagger in one hand and a sword in another. Similarly, an attacker could have a pistol/sword combination, pistol/pistol combination, or even an assault weapon/assault weapon combination. The GM must be very careful if he chooses to allow such combinations. A superior Agility, or perhaps even ambidexterity may be prerequisites. In most cases, one or both weapons should be at a -20 penalty in combat. This is at the GM's discretion. Such an armed combatant should be restricted to one target per phase, unless Hasted or otherwise operating in an accelerated mode.

The OB for a Weapon Combination attack made in one phase should not exceed the highest Offensive Bonus for the particular weapons being used. For example, if a combatant is using two weapons, one of which he has a 20 OB with, and another which he has a 60 OB with, the total OB for the Weapon Combination attack should not exceed a +60 total (and the poorer weapon could not have more of an OB applied to it than its maximum OB skill bonus). Therefore, in this example, a Weapon Combination attack could be made with one attack (the better one) at +40, and the other attack (the poorer one) at +20, (the total being 60).

Note: For 2 melee weapons, this concept differs from *Rolemaster,* so the GM may wish to handle melee weapons differently.

14.4
OFF-HAND FIRING

Weapon skills must normally be developed separately for each hand (e.g., firing a pistol from the right hand as opposed to the left hand). When a weapon is wielded from the wrong hand, it is considered to be a "similar" skill, and so only half of the combatant's Skill Rank Bonus is used (see Section 3.6). In addition, barring ambidexterity, using a weapon in the off-hand (e.g., the left hand for right handed combatants) incurs an additional -20 OB penalty.

14.5
OPPORTUNITY FIRE

A combatant may claim Opportunity Fire during any phase of the combat round that he would normally be able to fire, and does not (see Section 3.2). He may then fire normally during a subsequent phase of the same round or a following round (and would resolve his fire before other combatants). Opportunity Fire must be claimed against a known foe (or group of foes in the same location). It may also be claimed against a terrain feature or specific area (like a window, portal, the corner of a building, etc.).

Example: Mr. B is in combat with Frothing Berserkers. During Fire Phase (A), he claims Opportunity Fire on a specific Berserker he knows is hiding behind a big rock. During the Movement and Maneuver Phase of the next round, the Berserker breaks from cover and tries to run to a trench where all of his buddies are. He never makes it, however, as Mr. B pegs him off with his Linex Rifle fired (in this case) during the Movement and Maneuver Phase.

Movement is restricted to 25% of normal until the action is taken or cancelled. A combatant who has declared Opportunity Fire may take no other action (except reduced movement) until the Opportunity Fire is performed or cancelled. Opportunity Fire occurs first in any given phase unless otherwise indicated by the GM. Multiple rate of fire weapons may not hold more than one shot or burst on opportunity at any given time, nor may they fire twice in the same phase.

Example: Assume the same situation as given in the example above. However, this time the Berserker steps out from behind the rock during the Movement and Maneuver Phase, but Mr. B holds his Opportunity Fire. The next phase of the combat round is Fire Phase (B). Mr. B decides that he wants to take his shot now, and fires first. Mr. B's player also wants to take his normal Fire Phase B shot, but the GM indicates (quite correctly) that no combatant may fire the same weapon twice in the same phase. Mr. B's player says that is unfair. The GM says (quite correctly) that Mr. B's player is unreasonable. The game then quickly degenerates into a fist-fight and next week, Mr. B's player doesn't show up to the game. Not surprisingly, it goes much more smoothly.

OTHER FIRING METHODS

In general, a weapon's Type indicates how it is normally used. For instance, a Medium Pistol is a 1-Handed Projectile Weapon and is normally used in one hand. An Assault Laser is a 2-Handed Energy Weapon normally used with two hands. A Heavy Plasma Repeator is a Support Energy Weapon and obtains optimum results when when discharged from a firing platform. However, there is nothing to stop someone from using a pistol steadied with a second hand, firing an Assault Rifle with one hand, or unleashing a Heavy Machine Gun from the hip. Here is a listing of various alternative firing methods and associated bonuses and penalties.

1-HANDED PROJECTILE & ENERGY WEAPONS

If a 1-Handed Projectile or Energy Weapon is fired with two hands (one to steady the weapon), add +5 to the attacker's OB when firing at Medium or Long Range.

2-HANDED PROJECTILE & ENERGY WEAPONS

If a 2-Handed Projectile or Energy Weapon is braced before it is discharged (that is, its barrel rests upon a stable surface or platform), add +5 to the attacker's OB when firing at Medium or Long Range. Double the "changing targets" penalty when firing weapons this way.

If a Projectile Carbine or Assault Energy Weapon is fired with one hand, the attacker's OB is modified by -20. If a Projectile Rifle or Energy Rifle (Exceptions: MLA Rifle and Plasma Repeator Rifle) is fired with one hand, the attacker's OB is modified by -40. If an MLA or Plasma Repeator Rifle is fired with one hand, the attacker's OB is modified by -80. In all cases, the ranges of the weapons are halved.

Support Projectile and Energy Weapons

If Support Projectile or Energy Weapons are fired without the benefit of their mounts, two hands must be used, and the attacker's OB is modified by -80. Also, all ranges are halved. Exception: the attacker's OB modification is only -40 for using a Light Machine Gun and -60 for using a Medium Machine Gun in this manner.

SUPERIOR ADVANTAGE

If the GM determines that a combatant has an overwhelming advantage over his opponent, that combatant may be assumed to carry out his chosen action to the fullest extent of intention. Thus, executions and the like may be implemented without consulting the appropriate attack chart. A roll should still be made to determine if a failure, etc. occurs.
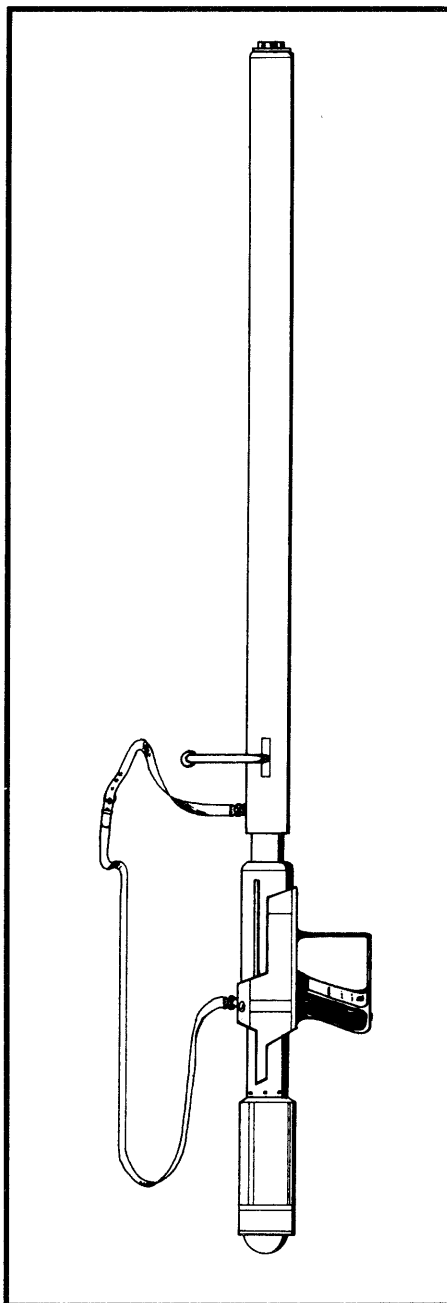
GRENADE, MISSILE AND EXPLOSIVE WARHEAD RULES

Explosive devices in *Space Master* all use the same general body of guidelines (some would call them rules). Universally, an explosive device, whether it be a grenade (thrown or launched), portable missile, land mine, bomb, or other warhead, will produce its effect within Blast Radii of specific sizes. These Blast Radii are given in the appropriate ammunition section. Unless otherwise specified, any explosive device will generate five (5) Blast Radii upon detonation. The most deadly effects will be felt within the first Blast Radius (also called Ground Zero). Reduced effects radiate outward, and the damage thresholds thus produced are evident when one examines the *Grenade/ Explosive Warhead Attack Chart*.

Whether thrown or fired from a launcher, grenades, and other like warheads, can be resolved in essentially the same manner. There are two processes involved; delivery and effect.

THROWN GRENADE DELIVERY

Grenade delivery occurs during any Fire Phase in the combat round. In addition, grenades, demolition charges and the like can be placed or thrown during the Movement and Maneuver Phase of the round.

The attacker must specify where he would like the warhead to land (and presumably, subsequently detonate). He then rolls and adds his Thrown: Grenade OB, the range modifier specified in the chart below, and any other modifiers stipulated by the GM (for example, if the attacker is trying to throw a grenade through a narrow aperture, the GM may say that it is Very Hard to do and assign a -20 difficulty modifier).

THROWN GRENADE RANGE MODIFIERS

	Range	Modifier
Point-blank	1-3m	+100
Short Range	4-10m	+50
Medium Range	11-30m	+30
Long Range	31-50m	+0

Note: It is contingent upon the GM to assign difficulty modifiers if he deems that an attacker's attempted throw or the conditions involved are, in some way, unusual.

Note: Grenade throwers with contact fused grenades may actually want to hit a specific individual with a grenade (and get a +35 touching bonus during the effect resolution process). This is difficult to do, however. Subtract the target's Quickness bonus (if he is "combat aware" and able to move) and an additional -30 from the delivery roll.

If the net result is over 100, the grenade lands as intended. The delivery process is complete, and the attacker may move on to the effect resolution process. If the net result is 100 or less, the warhead was not placed as desired and the *Thrown Error Chart* is consulted to determine where it did, in fact land. Once that is determined, the attacker then proceeds on to the effect resolution process.

To determine the range of an error on a 100 or less roll, use the original modified roll and consult the following Chart:

THROWN ERROR CHART

Net Roll	PB	SR	MR	LR
100+	0	0	0	0
99-100	1	1	1	1
98	1	1	1	2
97	1	1	1	3
96	1	1	2	4
95	1	1	2	5
94	1	2	3	6
93	1	2	3	7
92	1	2	4	8
91	1	2	5	10
86-90	1	2	6	12
81-85	2	3	8	14
71-80	2	3	10	16
51-70	2	3	12	18
31-50	2	4	14	20
11-30	3	5	17	25
06-10	3	6	20	30
02-05	3	8	25	40
01	4	10	30	50
All distances are in meters.				

Next determine direction of error: for game purposes we will assume six possible error vectors (especially handy when playing on a hex grid). An unmodified, closed 1D100 roll is made to determine direction based on range. Abbreviations are: L = Long; LR = Long and Right; LL = Long and Left; S = Short; SR = Short and Right; SR = Short and Left.

ERROR DIRECTION CHART

| 1D100	RANGE			
ROLL	PB	SR	MR	LR
90-100	L	L	L	L
80-89	L	L	L	LR
70-79	L	L	L	LL
60-69	L	L	LR	SR
50-59	L	L	LL	SR
40-49	L	LR	SR	S
30-39	L	LL	SL	S
20-29	LR	SR	S	S
10-19	LL	SL	S	S
05-09	SR	S	S	S
03-04	SL	S	S	S
01-02	S	S	S	S

Using this data establish the new landing and detonation point. Note all other potential targets in the new Blast Radii, then proceed to the effect resolution process.

GRENADE LAUNCHER AND MISSILE DELIVERY

Launcher wielders use the ranges on the *Master Weapons Table* (see **Tech Book**) and in the ammunition notes section. The attack roll in combat is made to determine where the missile, launched grenade, or rocket propelled grenade lands, and subsequently detonates. This is a delivery resolution process. The roll is modified by the appropriate OB, the range modifier (as given on the *Master Weapons Table* or ammunition notes section), and any miscellaneous modifier stipulated by the GM.

Note: A Launcher wielder may want to hit a specific individual with a contact fused warhead in order to gain an advantageous effect resolution modifier (+35 touching bonus). Individuals are difficult to hit however, so subtract the target's Quickness bonus (if he is "combat aware" and able to move), and an additional -30 from the delivery roll.

If the net result is over 100, the warhead is delivered on target. The attacker may then go on to the effect resolution process. If the net result is 100 or less, consult the *Launcher Error Chart* to determine how far the warhead is off-target. Use the original roll and cross-index with the range to the target.
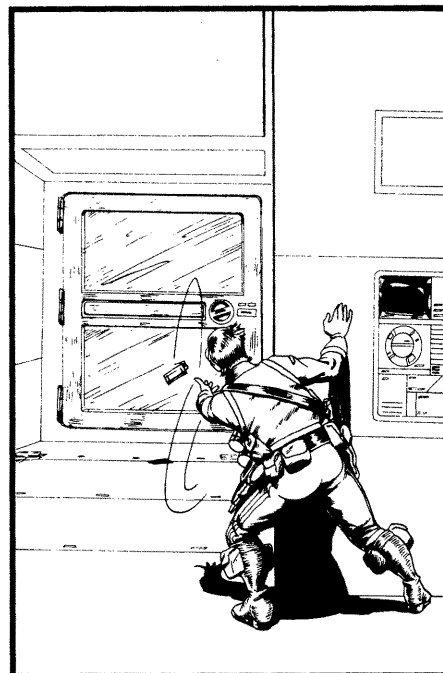
LAUNCHER ERROR CHART

Net Roll	PB	Short	Med	Long
100+	0	0	0	0
99-100	1	1	1	1
98	1	1	1	3
97	1	1	2	5
96	1	1	3	10
95	1	2	4	15
94	2	2	5	20
93	2	2	6	30
92	2	3	7	40
91	3	4	8	50
86-90	3	5	9	60
81-85	4	6	10	70
71-80	4	8	20	80
51-70	5	10	30	100
31-50	6	15	40	200
11-30	7	20	50	400
06-10	8	30	60	600
02-05	9	40	80	800
01	10	50	100	1000
All distances are in meters.				

Next, determine direction of error: for game purposes we will assume six possible error vectors (especially handy when playing on a hex grid). An unmodified, closed 1D100 roll is made to determine direction based on range. Consult the *Error Direction Chart* to determine direction of the error.

Using this data, establish the new delivery point. Note all other potential targets in the new Blast Radii, and proceed on to the effect resolution process.

EFFECT RESOLUTION PROCESS

Once the warhead detonation point has been established, the actual effects of the detonation are resolved. The mechanics of the timing of the detonation are dependant upon the particular fuse being used. The various fuse options are dealt with in the ammunition notes section. What follows is the step-by-step effect resolution process:

1) Identify all potential targets. This will be dependant upon the size of the warhead's Blast Radii.

2) Classify each targets as being within one of the five Blast Radii produced by the warhead.

3) Make an effect resolution roll against each separate target on the *Grenade/Explosive Warhead Attack Chart,* adding only the appropriate modifiers as listed on that Chart. (Note: there is **no** attacker'sOB factored into the effect resolution process. The skill bonus only applies to the placement of the warhead.)

Quickness bonuses only have effect in certain tactical situations, (i.e., if target character(s) take action for cover, tumbling, etc). GM must determine whether this is feasible based on the situation. Energy shields will usually have an effect on the blast. See the Grenade listing in the ammunition notes section.

CONSTRUCTIONS AND HITS TO DESTROY

Material	Hits/unit of thickness
Wood	5 hits/cm
Glass	1 hit/.5cm
Stone	8 hits/cm (min 5 cm)
Concrete	8 hits/cm (min 5 cm)
Masonry	6 hits/cm (min 10 cm)
Glassteel	30 hits/.5 cm
Light Steel	20 hits/mm
Reinforced Steel	40 hits/mm

Note: Assume all to be AT 20.

14.9 ■■■■■■■■■
POINT BLANK FIRE

Certain weapons have their damage threshold increased by one Mk.# when discharged at Point Blank range. Weapons so affected include those using the Small Projectile, Laser, Blaster, Stunner/Disruptor, and Flamer Attack Tables.

15.0 ■■■■■■
DEFENSIVE CAPABILITIES IN COMBAT

In combat there are many variables which affect the severity of an attack. The defender has several factors which work in his favor, including: armor, armor add-ons, shield, quickness, special items, and the ability to parry (i.e., forgo one's attack effectiveness in the interest of self-preservation). Armor is the basic classification of protection, while all other defensive capabilities are expressed in terms of a Defensive Bonus (DB) which will modify the attacker's combat roll in the defender's favor.

15.1 ■■■■■■■■■■■■■■■
ARMOR

Armor is the basic protective material which covers the body. It is divided into five categories of four types each, thus there are 20 Armor Types (AT) represented in *Space Master*. For those players familiar with *Rolemaster*, the 20 *Space Master* ATs closely approximate those found in *RM*, and one will note that the standard progressions of "toughness" and "body covering" are followed here. Below are listed the 20 *Space Master* ATs with accompanying descriptions.

15.11 CLOTH-SKIN BASE

This category encompasses normal cloth attire, robes, unarmored environmental suits and normal animal hides.

Skin (AT 1)

Normal clothing, assumed worn if other covering is not specified.

Robes/Environmental Suit (AT 2)

Encumbering full-length ceremonial robes or non-armored environmental suiting.

Light Hide (AT 3)

The natural hide of certain animals (e.g., deer, dog, wolf and the like).

Heavy Hide (AT 4)

The skin of androids, and the natural hide of certain animals (e.g., buffalo, elephant, bear and the like).

15.12 LIGHT BODY ARMOR

This category encompasses pliable, lightweight ballistic cloths and alloys. References to "kevlar" assume an advanced material with superior puncture resistance, while "duralloy" is the name given to any number of soft armors which become rigid when struck by a considerable force.

LBA Flak Vest (AT 5)

A heavy quilt or kevlar vest covering the back, torso and abdomen.

LBA Extended Flak Vest (AT 6)

A heavy quilt or kevlar vest which extends down the arms and to mid-thigh.

LBA Reinforced Flak Vest (AT 7)

An Extended Flak Vest with duralloy plates sewn in for added protection.

LBA Reinforced Flak Armor (AT 8)

A full suit of duralloy-reinforced kevlar, covering the entire body from the collar to the lower legs. Extra padding protects the joints and groin.

15.13 PLIABLE ARMORED BODYSUITS:

This category encompasses environmentally secure bodysuits of flexible but resilient cloth covered with laminated, yet somewhat pliable, armor pieces. The armored sections are typically made of duralloys layered with battleplastics. When a compatible helmet and life support system are added to the armor types of this category, the wearer may be totally immune to hostile environments (such as hard vacuum). This category also includes the rigid hide coverings of certain animals.

ABS Pliable Breastplate (AT 9)

An environmental bodysuit mated with a soft-armored breastplate which covers the back, torso and abdomen. There may also be shoulder/upper arm and thigh armor.

ABS Pliable Breastplate And Greaves (AT 10)

An environmental bodysuit covered with a soft-armored breastplate, as well as arm and leg greaves. The greaves typically cover the outer forearms, thighs and shins.

ABS Pliable Half Plate (AT 11)

An environmental bodysuit coupled with soft-armored plates which cover the torso, back, abdomen, arms, and the fronts and backs of the legs. Also, the hides of certain creatures that contain at least a few rigid plates (e.g., rhinoceros, alligator, and the like).

ABS Pliable Full Plate (AT 12)

An environmental bodysuit covered with soft-armored plates. Additional areas protected include the neck, groin, buttocks, hands and feet. Many joints remain exposed however. Also, the hides of creatures which contain many rigid plates (e.g., turtles, crabs, certain alien beasts, and the like).

15.14 MESH ARMORED BODYSUITS

This category encompasses environmentally secure bodysuits of non-constricting and resilient cloths, covered with mesh armor to various degrees. Mesh armor is a flexible covering of plasteels and synthi-armors woven so as to give optimum mobility for the considerable protection they impart to the wearer. When these armor types are coupled with a compatible helmet and life support system, the wearer may be totally immune to hostile environments (like vacuum).

ABS Mesh Shirt (AT 13)

An environmental bodysuit mated with a mesh armor shirt which covers the torso to the mid-thigh, back, and half of the upper arms.

ABS Mesh Shirt And Greaves (AT 14)

An environmental bodysuit and mesh armor shirt coupled with arm and shin greaves. The greaves may be of mesh or battleplastics.

ABS Full Mesh (AT 15)

An environmental bodysuit under mesh armor which covers most of the body in the form of a shirt and leggings.

ABS Battle Mesh (AT 16)

An environmental bodysuit covered completely by reinforced mesh armor. Extra padding, in the form of cushioned duralloys and/or battleplastics protect the groin and joints.

15.15 ARMORED EXOSKELETONS

This category encompasses advanced battle armor, the toughest protection available to combatants short of Powered Armor. Exoskeletons are hard integrated plates which can deflect many attacks which would otherwise cleave through lesser armor types. Exoskeleton armor is typically a fused amalgam of hardened duralloys, ceramic plates, and battleplastics, formed in such a way as to allow maximum maneuverability. The last two armor types in this category may be · sealed against the environment, as they have integral helms and life support systems.

AEX Exoskeleton Breastplate (AT 17)

An exoskeletal breastplate with auxiliary plates covering the back, upper arms, abdomen and upper thighs.

AEX Exoskeleton Breastplate And Greaves (AT 18)

An exoskeletal breastplate with auxiliary plates. This armor type also includes greaves of hardened battleplastics which protect the forearms and shins.

AEX Half Exoskeleton (AT 19)

A rigid exoskeletal armor covering most of the body. An undersuiting of mesh and resilient cloths protect exposed areas (such as the neck, groin, joints, and backs of the legs).

AEX Full Armored Exoskeleton (AT 20)

A rigid exoskeletal armor which covers the entire body. Plates may overlap at the joints, imparting complete combat integrity.

ARMOR CHART

Armor Type	Minimum Maneuver Penalty[1]	Maximum Maneuver Penalty[2]	Missile Attack Penalty[3]	Quickness Penalty[4]	Radiation Bonus[5]
1	0	0	0	0	0
2	0	0	0	0	0
3	0	0	0	0	0
4	0	0	0	0	0
5	0	0	0	0	0
6	0	-15	-5	0	0
7	-10	-40	-10	10	0
8	-15	-50	-10	15	0
9	-5	-50	0	0	-1 level
10	-10	-55	-10	5	-1 level
11	-15	-80	-20	15	-1 level
12	-15	-90	-30	15	-1 level
13	-5	-50	0	0	-1 level
14	-10	-60	-10	5	-1 level
15	-20	-80	-20	15	-1 level
16	-25	-90	-20	15	-1 level
17	-10	-55	0	5	-1 level
18	-15	-60	-10	15	-1 level
19	-20	-85	-30	20	-2 levels
20	-30	-95	-40	25	-3 levels

1. Minimum maneuver penalties apply to persons fully trained in maneuvering while wearing the given armor type. This minimum penalty may be further reduced by applying the wearer's Maneuver In Armor stat bonus (Ag/St), to a fully, or near fully, developed skill bonus.

2. Maximum maneuver penalties apply to persons fully untrained in maneuvering while wearing the given armor type. The wearer's Maneuver In Armor stat bonus (Ag/St), may reduce this penalty.

3. Missile attack penalties act as subtractions from the Offensive Bonus used for the given attack. Attacks subject to this penalty are only hand-delivered missile attacks such as bow fire, thrown spears, tossed grenades and the like. This penalty does NOT apply to firearm discharges or technical missile fire such as RPGs, PMLs, grenade launchers and the like. This penalty is meant to reflect the disadvantageous effect of restrictive armor worn on the arms of a combatant.

4. Quickness penalties act to reduce or cancel the given portion of a combatant's Defensive Bonus based upon his Quickness stat bonus. This penalty can only apply against the armor wearer's Quickness bonus, and will not reduce a combatant's Defensive Bonus below the value it would be had there been no Quickness bonus whatsoever.

5. Radiation bonus indicates the reduction to the Radiation critical level should the armor wearer become subject to a harmful radiation attack. For example, if the wearer of AT 10 must be subjected to a "B" Radiation critical, he would instead take an "A" critical. If a warrior in AT 20 takes an "E" Radiation critical, it is resolved as a "B" critical, and so on.

15.2 ▮▮▮
PERSONAL SHIELDS

The effects of a Personal Energy Shield are represented in combat by an addition to the wearer's Defensive Bonus. Function parameters of the various shield types are given in the Personal Equipment listing found in the **Tech Book**. There are four types of shields in *Space Master*, each with its own particular strengths and weaknesses. They are summarized here:

PERSONAL SHIELD CHART

Shield Type	Defensive Bonus Versus			
	Energy	Projectile	Missile	Melee
Velocity*	0	+60	+45	+30
Deflector	+60	+40	+15	+5
Absorption	+30	+30	+30	+30
Barrier	+90	+70	+70	+60

*Velocity shield is also available with a Collector (See **Tech Book**)

The GM is free to choose which, if any, Personal Shields will be allowed into his game, and their availability. He is also free to design new shields and/or redesign the ones listed here. If the GM's game is particularly deadly, shield availability should be increased, while at the other extreme, shields may be rare or reduced in power.

15.3 ▮▮▮
DEFENSIVE BONUS

The sum of all bonuses and penalties which affect the defender's susceptibility to being hit and damaged in combat is called the Defensive Bonus (DB). It is the number which is subtracted from the attacker's combat roll. The defender's DB is composed of bonuses and/or penalties for superior/inferior armor, armor add-ons, personal shield, Quickness stat bonus/penalty, position and cover, special items, and Adrenal Defense skill bonus. A defender may also parry (i.e., dodge) incoming attacks by forgoing a portion of his own attack ability. Defensive Bonus categories and the various parrying options are listed below.

15.31 SUPERIOR/INFERIOR ARMOR

Especially good armor (in terms of materials used and construction quality) does not change that armor's basic type, but rather adds a bonus to the wearer's DB. Conversely, shoddy armor will incur a penalty to the wearer's DB. It is highly recommended that Superior Armor bonuses rarely exceed +10 or +15.

Example: Black-jack Shelak, a rather successful space pirate, wears a Mesh Shirt and Greaves (AT 14) taken from the lifeless body of a Kashmerian Agent. The GM has decided that this armored bodysuit is of superior construction (being designed and produced by a highly revered armaments company) and so awards it a +10 quality bonus. This armored bodysuit is thus AT 14(10).

15.32 ARMOR ADD-ONS

The 20 basic armor types described earlier can be somewhat modified and upgraded by Armor Add-ons.

As presented, there are no intrinsic penalties involved in incorporating Armor Add-ons. However, at the GM's discretion, various penalties may be introduced into the game. For instance, a Reflective Armor Layer may be shiny and so detract from the wearer's Hiding bonus, or, Ballistic Cloth Weaves may be heavy and thus give a maneuver penalty to the wearer. Such penalties are totally subjective and should be determined by the GM if he wishes to incorporate them at all.

Note: only one Armor Add-on "coating" may be applied per suit of armor.

What follows is a listing of the various Armor Add-on options:

- Ballistic Cloth Weave: Ballistic Cloths may be integrated into an Environmental Suit (AT 2), the environmental undersuiting intrinsic to the Armored Bodysuits (ATs 9-16), and the environmentally integrated Armored Exoskeletons (ATs 19-20). At the GM's discretion, Ballistic Cloths may also be incorporated into normal clothing (AT 1). Ballistic Cloth Weave add-ons increase the wearer's Defensive Bonus by 10 against personal weapon projectile fire and shrapnel-generating attacks (such as shrapnel grenade detonations).

- Reflective Armor Layer: Reflective Armor is an unencumbering anti-laser protective covering. In the form of either a lightweight set of clothing, or a matte coating on existing armor, the Reflective Armor Layer will increase the wearer's Defensive Bonus by 10 against personal weapon laser fire and visible light-based attacks.

Essentially, any AT could be given a Reflective Armor Layer.

- Super-ceramic Armor Layer: Super-ceramics are excellent heat dissipaters which can be both integrated into Armored Exoskeleton plates (ATs 17-20) and coated over Mesh Armored Bodysuits (ATs 13-16). A Super-ceramic Armor Layer will increase the wearer's Defensive Bonus by 10 against personal weapon laser, flamer, blaster, and plasma repeater fire, as well as other heat-based attacks.

15.33 PERSONAL SHIELDS

As described above, personal shields will impart a bonus to the wearer's DB, but the bonus will usually be dependant upon the type of incoming attack (i.e., Energy fire, Projectile fire, hand-delivered Missile fire, or Melee attack).

There may be occasions when a defender carries an actual physical shield (usually strapped to the arm) composed of stretched hides, wood, or metal. As a general rule of thumb, such shields will add +5 to the wielder's DB versus Energy and Projectile fire and +20 versus Missile and Melee attacks. Quality and size of the shield will affect these modifiers. In most cases, such shields will only affect frontal attacks and may never be used to "parry" Energy or Projectile fire (see Parrying Options below).

Note: Shield Psions may be used to parry any attack within the limitations described for Shields and Parrying.

15.34 QUICKNESS STAT BONUS/PENALTY

A combatant's DB is modified by his Quickness stat bonus or penalty. If the defender is wearing certain types of cumbersome armor, his Quickness stat bonus may be reduced or eliminated completely (but never below zero). A defender only has his Quickness stat bonus factored into his DB if he is aware that he is in a combat situation and is free to move.

Example: Sky Cloudd, a novice Armsman, has a temporary Quickness stat score of 98 (good rolling, Sky!). Unencumbered by armor, Sky is AT 1(20) when in a combat situation and free to move. Sky now puts on an Exoskeleton Breastplate and Greaves which reduces his Quickness stat bonus by 15. Now when he is in combat, barring other modifiers, Sky is AT 18(5). Use the breastplate, Sky!

15.35 PSIONS

Some Psions may add to a combatant's DB. These are described in the Psion Rules.

15.36 POSITION AND COVER

The GM may award a variable bonus to a defender, if his position is judged to be advantageous. Bonuses so awarded should be based upon the percentage of the defender's body protected and the ability of cover to stop incoming fire. Penalties due to a defender's disadvantageous position are reflected in modifications to the attacker's Offensive Bonus.

Here are some sample Cover bonuses:

Half Soft Cover: .... +20
Full Soft Cover: .... +40
Half Hard Cover: .... +50
Full Hard Cover: .... +100

Note: *If a combatant is completely protected by cover, and is making no attack himself, the GM may rule that no attack may be made against him.*

Example: *Eddie Baron, wondering why he ever joined the Millennium Warriors, finds himself defending behind a low stone wall against the combined forces of an Imperial ground assault unit. During combat, Eddie stands to fire his Blast Rifle. The wall rises to his waist, protecting him from the Imperial soldier's Assault Lasers. The GM awards Eddie a Cover DB modifier of +50.*

15.37 SPECIAL ITEMS

There may be special items in a GM's campaign which will impart a DB to their possessors. These may range from unique artifacts to lucky charms, and their design/strength is subject to the GM's devising.

15.38 ADRENAL DEFENSE

As described in the **Space Master Player Book**, Adrenal Defense is a skill which adds to a defender's DB. This is a very restrictive DB factor however, as the combatant must be aware of his attacker, may not be carrying any weapons (larger than a knife or small pistol) or heavy items, and may only be wearing armor for which he has no Maneuver or Quickness Penalty. If a defender is using Adrenal Defense, the full skill rank is used against Melee attacks, while half skill rank is used against hand-delivered Missile attacks and one quarter skill rank is used against Energy and Projectile fire.

15.39 PARRYING OPTIONS

A defender may wish to place more emphasis on personal defense than is implicit in the **Space Master** personal combat system. Therefore, a combatant may wish to sacrifice some or all of his Offensive Bonus (OB) with the weapon he is presently using, in order to increase his DB. Such an action is called Parrying, though it may best be though of in most **Space Master** combat situations as dodging. It naturally follows that a combatant must have something available to dodge behind, but that is left to the player's ingenuity.

The premise of sacrificing offensive capabilities in order to increase ones defensive capability is a fundamental component in both the **Rolemaster** and **Space Master** personal combat systems, so **Rolemaster** players will be on familiar ground here.

If the defender is making no attack himself during the round (and so concentrating solely on his own well-being) his highest weapon OB is used to calculate the DB generated by Parrying. To carry this case one step further, the defender may not only be forfeiting his attack opportunity, but may also be out of the line of sight of all attackers and totally concealed behind hard cover. In this case, the defender may not be attacked at all (though ingenious attackers may start to concentrate their fire on the defender's cover!)

PARRYING ENERGY FIRE

During Fire Phase (A) of the combat round, a combatant may elect to commit some or all of his Offensive Bonus (with the weapon he is using) to parry an incoming Energy fire attack from a specific opponent that the defender is aware of. The defender must have either a Personal Shield Collector or a suitable terrain feature to parry with (i.e., dodge behind). If a combatant elects to devote some or all of his OB to parry such an incoming attack from a given opponent, he may change his allotment from Phase to Phase. The portion of the defender's OB which has been switched to DB must naturally be subtracted from that combatant's own attacks during the round.

Example: *Ryk Storm, with his trusty Blast Rifle, stands at the corner of a building during a vicious street fight. Around the corner, advancing down an alleyway, is a motley array of Alien Creeps who know Ryk is waiting for*

them. The GM states that Fire Phase (A) has begun. Ryk (OB 50) would like to forgo part of his OB in the interest of his own well-being, so switches 30 points of his OB to DB. The GM informs Ryk that the 30 points are only effective against one opponent's fire ("You are concentrating on one of them in particular, you see," says the GM). Ryk decides to "parry" (dodge) the attack of the first Alien Creep that fires at him. Ryk's 30 points (actually, only a fraction of them; see below) will benefit his DB against that particular Alien Creep during Fire Phase (A) and Fire Phase (B). Ryk's own attacks are reduced to an OB of 20 (50 - 30 = 20).

The portion of the defender's OB switched to DB is not at full value against Energy fire attacks however. The defender must take that portion of the OB committed to parrying an energy attack and halve it before adding it to his DB for the round.

Example: *Continuing from the example above...*

The first Alien Creep to fire at Ryk is using a Laser Pistol, so of the 30 points of OB Ryk switched to DB, only 15 of them are effective. Ryk adds 15 to his DB versus the attack by the first Alien Creep. If the same creature fires at Ryk again during Fire Phase (B), Ryk will add 15 to his DB again (provided Ryk still has the corner of the building to dodge behind).

Note: *For those readers concerned about Ryk, don't forget he is still getting the GM's Cover DB bonus, for the corner of the building, against all of the Creep's incoming attacks, ("+50 "says the GM)*

PARRYING PROJECTILE FIRE

All rules and restrictions specified above for Parrying Energy Fire, in their entirety, apply to defenders who wish to parry Projectile fire.

PARRYING MISSILE FIRE

A defender may parry an incoming hand-delivered Missile attack, and has more options available to him than those who would attempt to dodge opponents armed with Energy and Projectile armaments. Firstly, hand-delivered Missile fire encompasses (mostly) archaic attack forms like hurled spears and clubs, arrows, crossbow bolts, bolas, sheep, etc. This category does *not* include technical, self-propelled, area-effect explosive missiles (which use a different attack resolution process anyway). Players and GMs are well advised to appreciate the difference between these two attack forms.

To parry a hand-delivered Missile attack, the defender must be aware that he will be subject to the attack. He must also have a Shield Collector, suitable terrain, or a physical shield to Parry the Missile with. As with all Parrying Options, the defender may reduce his OB, in whole or in part, and shift that bonus to his DB. When parrying Missile fire, the shift must be declared at the beginning of Fire Phase (A) and is only applicable against one Missile attack. Unlike parrying Energy and Projectile fire, the amount of OB switched to DB is not halved, but rather has full effect.

Parrying Melee Attacks

A defender may parry a Melee attack during the Melee Phase of the combat round by switching any or all of his OB (with the Melee weapon he is using during the Melee Phase) to DB. There is no halving process as in parrying Energy or Projectile fire. Rather, all points of OB so switched are converted to enhance DB.

The designation is done at the beginning of the Melee Phase.

Melee attacks are generally hand-delivered and include such things as a swung sword, mace, chair, or rifle butt used as a club and so on.

To parry a Melee attack, the defender must be aware that he will be subject to the attack. He must also have a Shield Collector, suitable terrain, active shield Psion, physical shield, or a Melee weapon

Note: A two-handed melee weapon can only parry a one-handed melee weapon attack at 50% efficiency.

Example: What follows is a rather exhaustive example to illustrate the extent of one's defensive capabilities in combat. Ready? Here goes...

Julianna T. Nipper is an Explorer in a bind. Caught alone on a hostile world with only her Assault Rifle to protect her, she has been cornered in a refinery complex by Raving Maniacs. She wears an armored bodysuit of Pliable Half Plate AT 11. It is of superior quality for a +5 Defensive Bonus. She wears a Personal Absorption Shield; +30 to Defensive Bonus versus all attacks. Julianna has a temporary Quickness stat of 76 which would give her a +5 Defensive Bonus, but her armor, with a Quickness Penalty of 15, eliminates any hope of a bonus for Quickness. Finally, she wears a Sianetic Harbinger "amulet of protection" around her neck which confers a +10 Item Defensive Bonus. Therefore, as is, Julianna is AT 11(+45). She has an OB of +80 for firing her Assault Rifle (all right!).

Julianna has just run into a room filled with machinery. Unfortunately, there is only one entrance to the room, and Raving Maniacs will soon be streaming in through it. Julianna hunkers down behind a cast metal Fizbin Boiler (a +60 Cover Defensive Bonus says the GM) and levels her Assault Rifle at the portal. Over the course of the next few rounds she mows down six of the Maniacs, but the last two of her pursuers have entered the room and reached cover. One is armed with a Laser Pistol, Light Crossbow and a dagger (Maniac A), while the other is armed with a Blast Rifle (Maniac B). A new round of combat begins. It is Fire Phase (A) and Julianna declares that she will parry (dodge) any of Maniac B's Blast Rifle attacks using the Fizbin Boiler. She reduces her OB by 30 in order to get 15 added to her DB against Maniac B for the round (half effect versus Energy

Weapons — the Blast Rifle in this case). Julianna and Maniac B fire at each other while Maniac A goes on Opportunity Fire with his Light Crossbow. Versus Maniac B, Julianna is AT 11(120). (5 + 30 + 10 + 60 + 15 = 120). She shreds Maniac B; he misses her. End of Fire Phase (A).

During the Movement and Maneuver Phase, Maniac A, who is on Opportunity Fire, gets to a good firing position behind Julianna with his reduced (25%) movement rate. Julianna meanwhile searches for a new Assault Rifle magazine, but realizes that she has run out of ammo.

It is now Fire Phase (B). Maniac A fires his crossbow bolt. Julianna no longer has the Cover Defensive Bonus, and her Parry no longer applies (this is a different attacker, not that there is anything left to dodge behind anyway...). Julianna is AT 11(45). (5 + 30 + 10 = 45). The bolt strikes her but does no critical damage (lucky!). There is no action in the Melee Phase this round.

Next round, Fire Phase (A) is skipped; Julianna's Assault Rifle might as well be a pickled herring, and Maniac A has no readied weapon in hand (the crossbow doesn't load itself you know). During the Movement and Maneuver Phase, Maniac A draws his Laser Pistol and dagger, and charges poor Julianna who can only grit her teeth and raise her rifle butt. During Fire Phase (B) Maniac A fires Point Blank with the Laser Pistol, to which Julianna is AT 11(+45) again. The Laser Pistol malfunctions ("Oh well, fortunes of war," says Julianna's player).

It is now the Melee Phase. Julianna's OB with the Assault Rifle, used as a club, is +30 (yes, you can develop this skill says the author, it's a two-handed weapon). She thinks about switching 20 points from this OB to enhance her DB, but then realizes that the Raving Maniac has used 50% of his movement and maneuver allowance, AND made a Fire Phase (B) attack. That's 100% of the Maniac's activity for the round, so he won't be able to attack with the dagger this Melee Phase! So Julianna punts the idea of switching a portion of her OB to DB. (Had the Maniac not fired the Laser in Fire Phase (B), he could have used the dagger in melee this round. Against the dagger attack, Julianna would have been AT 11(55). 5 + 30 + 10 + 10 {for the parry of a one-handed weapon by a two-handed weapon, that's 50% of 20} = 65).

In any event, Julianna rolls open-ended with her Melee (Club) attack and tops-out, driving the Maniac's jaw bone up into his brain. He collapses. Julianna, composing herself, sets out to find some more Assault Rifle ammunition.

OFFENSIVE CAPABILITIES IN COMBAT

The success of an attack will depend heavily on the weapon or weapon combination used, and the offensive capabilities possessed by the attacker. The factors which can affect the combat roll include: expertise, physical prowess, experience, superior/inferior weapon(s), weapon combination, special equipment, position, status of the defender and status of the attacker. The sum of all bonuses and penalties related to the attacker is called the Offensive Bonus (OB).

16.1
PERSONAL OFFENSIVE BONUSES

The Offensive Bonus is added to the attacker's combat roll during the resolution of a given attack. Below is a descriptive listing of the factors which contribute to a combatant's OB.

EXPERTISE (SKILL)

Expertise in *Space Master* is measured in terms of Skill Ranks. The higher the number of Skill Ranks one possesses in a given weapon skill, the higher the resultant OB will be. See the character generation and skill development rules to determine the contribution of one's expertise to OB. With respect to firearms, a combatant's Targeting skill will also add to his OB.

PHYSICAL PROWESS

Certain characteristic stat scores, particularly Strength and Agility, will contribute to a combatant's OB. If the characteristics have exceptionally low scores, these will cause a subtraction from the OB.

EXPERIENCE

Certain character professions get a bonus to their OB based on their level of experience. See the descriptions of character professions to determine if a given combatant is entitled to such a bonus to the OB.

16.2
ITEM OFFENSIVE BONUSES

SUPERIOR/INFERIOR WEAPONS AND AMMUNITION

Weapons and ammunition, remarkable in material, construction, or workmanship, may add a bonus or penalty to a combatant's OB. It is strongly suggested that bonuses for superior quality weapons rarely exceed +10 or +15.

SPECIAL AMMUNITION

As explained in the ammunition section, certain types of ammunition will add to a combatant's OB.

WEAPON COMBINATION

As discussed in the Combat Options section, combatants may use certain weapon combinations. Implicit in most such combinations is a penalty for one or both weapons. This penalty will reduce the wielder's OB.

SPECIAL EQUIPMENT

Certain items of special equipment, whether technical or mystic, will grant a bonus to the combatant's OB. Such pieces of equipment can range from Laser sighting devices to Sianetic Harbinger artifacts.

PSIONS

Certain Psions will add a bonus to the combatant's OB.

POSITION

At the GM's discretion, a bonus or penalty may adjust a combatant's OB if his position is determined to be somehow superior or inferior to his opponent's.

STATUS OF THE DEFENDER AND THE ATTACKER

A summary of the various status modifiers to an OB are listed in the following Offensive Bonuses and Penalties Chart.

OFFENSIVE BONUS AND PENALTIES CHART

(Effects are cumulative unless otherwise noted)

Category	Effect on Combatant's OB
Flank Attack	+15 *
Rear Attack	+20 *
Surprise	+20
Stunned Foe	+20 †*
Downed Foe	+30 †*
Prone Foe	+50 †*
Wounded to > 25% of total hits	-10
Wounded to> 50% of total hits	-10
Wounded to > 75% of total hits	-10
Armor penalty to hand-missile attack	-variable
Moving (% of possible move = effect)	-variable
Drawing Weapon	-20
Miscellaneous (lighting, duress, berserk, size, etc. Determined by GM.)	+/-variable

Notes

* Only applies to Melee attacks, or Projectile, Energy, and hand-delivered Missile attacks made at Point Blank or Short Range.

† Non-cumulative with each other.

COMBAT RESOLUTION

A melee swing or fire attack is resolved by cross-indexing the net attack roll with the target's armor type (AT) on the correct *Attack Table* for the weapon being used. The effects of *Failures* and *Critical Strikes* are found on the correct *Failure/Fumble Table* or *Critical Strike Table* (see **Tech Book**). In each fire phase, all attacks are treated as simultaneous. For melee, first determine the order in which the combatants will swing. Then resolve each attack in sequence, implementing the results immediately.

17.1

FIRST SWING DETERMINATION

The quickest combatant normally swings first in a melee, but this may be be modified based on a number of factors, including weapon size, weight, etc.

17.2

ATTACK RESOLUTION

The net attack roll representing the swing/fire is the *attack roll* (high open-ended) **plus** the Attacker's *OB* **minus** the Defender's *DB*. This result is cross-indexed with the Defender's armor type (AT) on the Attack Table corresponding to the attacker's weapon to arrive at the result of the swing/fire. In certain cases where an attack is especially bad or good, another roll may be required to determine the results of a *Failure* or *Critical Strike*.

THE ATTACK ROLL

A swing/fire is represented by rolling percentile dice (high open-ended). The result is the *attack roll* for the attack.

The Unmodified Roll: If the attack roll is in the lowest possible result range (the Failure range), a "Failure" occurs and no further modifications to the attack roll are made.

Over One-Hundred Roll: The attack roll is high open-ended, providing the possibility for any combatant to hit any given opponent — no matter what the respective OBs and DBs are. If the *unmodified* attack roll is between 96 and 100 inclusive, the dice are rolled again and the second roll is added to the first. The dice rolls can continue to be made and summed ad infinitum, until a roll is made that is less than 96. This stops the process and the total of all of the rolls is the relevant "attack roll".

THE NET ATTACK ROLL

If the attack roll does not indicate a "Failure", the *net attack roll* is determined by adding the OB to the attack roll and subtracting the defender's DB. The attack roll may also be modified due to a number of other factors summarized in Sections 15.0 and 16.0 (e.g., attacker's wounds,

defender's cover, etc.). The *net attack roll* is then cross-indexed with the defender's armor type on the attack table corresponding to the weapon used by the attacker.

Note that on the weapon attack tables there are intermediate *thresholds* below the theoretical "max-out" of the chart. These thresholds are indicated by dotted lines and a phrase such as "Maximum for Mk. I weapons". This refers to a specific reference on the *Master Weapons Tables* in the **Tech Book**, the "Table Used" column. This not only indicates which table to use, but the relative power of that weapon on the table, designated by a Mark number (Mk.). A weapon's net attack roll cannot exceed the designated threshold for the weapon's Mark #; instead, the maximum allowed result is used.

Example: Ryk makes a net roll of 87 and has an OB of 100 with his blast pistol. His target has a DB of 30, so his net attack roll is 157. However, on the Blaster chart, the pistol threshold occurs at 105. Therefore, that is the level at which the roll is cross-indexed against the target AT.

FAILURES

Each weapon has a "failure range". An *unmodified* attack roll in this range results in the attack having no effect. Instead another process is necessary. In **Space Master** refer to the *Master Weapon Tables* and the bottom of the weapon's Attack Table for specific information.

In the case of Energy and Projectile weapons, a 1D10 (roll one percentile die to attain a 1-10 — '0' indicating '10' in this case) roll is required to determine if there has been a weapon failure (such a malfunction, jam, or dead power cell) or if the character has actually fumbled his weapon. If there has been a weapon failure, apply the result indicated on the attack chart. If the 1D10 roll indicates a *Fumble*, the player must roll again on the appropriate Fumble or FailureTable.

NON-FAILURE RESULTS

A typical result will have two components, as indicated below:

17 B

The first component will be a number from 0 on up, which is the number of *concussion hits* delivered to the target. The second component is a letter describing the severity of a *critical strike* (if any — no letter indicates that no critical strike was delivered). The *type* of critical normally given is noted on the table itself, (e.g., a Blaster normally gives a Heat critical).

Concussion Hits: Each combatant has a limited number of concussion hits. When the limit is passed, the combatant is rendered unconsious and can take no further action until he is back under the limit. Death may be caused if this limit is exceed by a certain amount.

Critical Strikes: The severity of critical strikes ranges from A (least severe) to E (most severe) with letters F through I indicating multiple criticals, detailed on the individual attack tables. When a critical strike is indicated on the net attack roll, a second roll (always 1-100) is made and the resulting number is cross-indexed with the severity of the strike (A, B, C, D, or E). If a combination critical is indicated, *two* rolls are made, one for each critical indicated. Any additional concussion hits indicated are immediately applied, as well as any other effects.

Critical Strike Interpretations: Most of the critical strike results are self-explanatory. However, certain results may have to be modified due to circumstance (i.e., a defender behind a low wall hit by a laser receiving a critical strike calling for damage to his ankle should, instead, indicate a hit to the wrist). Similarly, if a critical strike calling for an unspecified limb to be broken or otherwise damaged is rolled, then the limb affected should be determined randomly (unless the GM determines that certain limbs are much more likely to have been hit). A stunned combatant may 'parry' to his front at half his normal ability (unless *no parry* is indicated) but may not attack or change face.

- All damages (including hits) unless otherwise indicated, are only applicable to the target combatant.
- Bleeding indicated on the Critical strike tables is reflected in the form of additional concussion hits. This is meant to show the gradual weakening brought on by blood loss.
- "Next swing" can refer to a fire attack as well as a melee attack.

PART III: GENERAL ACTIVITY RULES

Each skill is classified as being applicable to a moving maneuver (MM), a Vehicular Maneuver (VM) a Static Maneuver (SM), an attack (using OB), or a Special Purpose (SP). This section describes how each of these types of bonuses are used to resolve actions.

18.0

PERSONAL MANEUVERS

*"Every time I see you falling
I get down on my knees and pray..."*

*"Please don't say leave it 'till later,
I'll have my last chance on the stairway..."*

Anonymous Musicians
Old Earth
PreImp c. 9650

18.1

MANEUVER DIFFICULTY MODIFIERS

In **Space Master**, maneuver difficulty is ranked into one of ten categories, as listed below.

Routine	(+30)
Easy	(+20)
Light	(+10)
Medium	(+0)
Hard	(-10)
Very Hard	(-20)
Extremely Hard	(-30)
Sheer Folly	(-50)
Absurd	(-70)
Insane	(-100)

In addition to the basic difficulty modifier, there are a number of different modifiers to any maneuver (environment, condition of character making the maneuver, etc.). These will be discussed in more detail in the following sections.

18.2

RESOLVING PERSONAL MANEUVERS

On pages 78-80 are included two maneuver charts: the *Personal Maneuver Chart,* (with the difficulty modifiers across the top), and the *Alternate Personal Maneuver Chart*, with columns for each type of maneuver. The GM may choose which chart to employ; both are modified by factors in the *Static Action Chart*.

18.21 MANEUVERS

Maneuvers are actions (other than attacks and Psion casting) which under normal circumstances have a chance of failing and usually entail an element of risk. Thus normal movement and activities (e.g., walking, climbing stairs,

drawing a weapon, etc.) are not maneuvers, while unusual activities (swimming, climbing a rope, running up or down stairs, driving a vehicle, piloting a ship) and activities performed under stress (running, dodging, stalking, hiding, etc.) are maneuvers and require rolls. The GM is the final judge as to what is a maneuver and requires a roll, and what is normal activity and doesn't require a roll. Maneuvers are further classified as being Moving Maneuvers, Vehicular Maneuvers (Section 22.0) or Static Maneuvers. Each class of maneuvers is resolved differently.

Moving and Static maneuvers are resolved using the *Personal Maneuver Chart and the Static Action Chart* (or, at the GM's discretion, the *Alternate Personal Maneuver Chart*) while vehicular maneuvers are resolved using the *Vehicular Maneuver/ Astrogation Chart (pg 84-85)*.

18.22 MOVING MANEUVERS

Moving Maneuvers include Climbing, Swimming, Stalking, and any complex or unusual movement (Acrobatics, Dodging, Tumbling, Diving, etc.). If a character decides to make a Moving Maneuver as his action for a turn, the GM should assign it a difficulty: Routine, Easy, Light, Medium, Hard, Very Hard, Extremely Hard, Sheer Folly, Absurd or Insane. The maneuver must still be within the physical capabilities of the character, and is limited to covering a distance no more than half of the character's normal (not running) movement. The GM may also assign an additional modification to the maneuver roll (e.g., an unassisted running leap across a 12 meter chasm for a human might be given a difficulty of "Absurd -70" since the Imperial Olympic record is only around 9 meters). Assigning difficulty requires a familiarity with the *Personal Maneuver Chart* and a subjective decision by the GM.

After the difficulty is assigned, the character may then decide not to attempt the maneuver (i.e., he reconsiders and decides not to do it). In this case, he cancels his action and may perform a limited action as described in 18.25.

If the character decides to proceed with the maneuver, he makes an open-ended roll and adds his appropriate bonus along with any other applicable modifications. The resulting total is cross-indexed with the difficulty on the *Personal Maneuver Chart* to obtain the maneuver result.
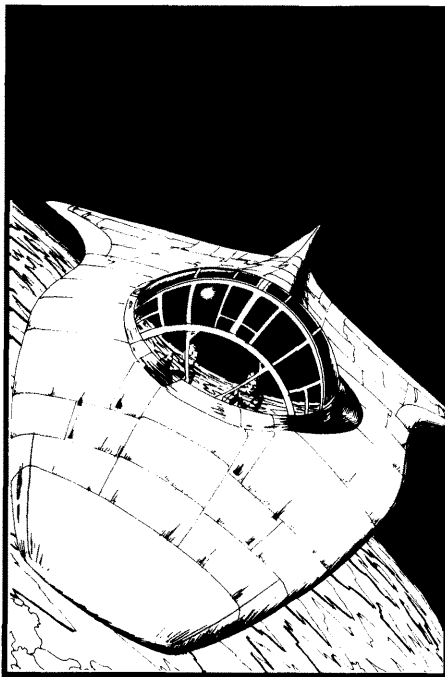
To summarize:
1) The character states the nature of his maneuver.
2) The GM assigns a difficulty and any special modifications to the maneuver.
3) The character decides whether or not to perform the maneuver.
4) If he decides to perform the maneuver, an open-ended roll is made.
5) All applicable modifications are made to the roll.
6) The total is applied to the *Personal Maneuver Chart.*

18.23 VEHICULAR MANEUVERS

Vehicular maneuvers (VM) include Driving, spaceship Piloting (both normally and while in combat) as well as piloting any air or water craft. See Section 22.0 for detailed rules for Vehicular Maneuvers.

18.24 STATIC MANEUVERS

Static Maneuvers (SM) include Tracking, Hiding, Picking Locks, Astrogation, Repairs, Perception, influencing other characters, and any other complex or unusual activity not involving significant movement. If a character chooses a Static Maneuver as his action for a round, the GM must assign any applicable modifications from the *Static Action Chart* and then the character must decide whether or not to actually perform the maneuver (see below for the effects of canceling an action). The GM may require more than one round for maneuvers which he decides are very difficult or complex. He may also allow a character to decrease the difficulty of appropriate maneuvers by using multiple rounds.

Additionaly, the GM must decide whether he is using the *Personal Maneuver Chart*, or the *Alternate Personal Maneuver Chart*, which has the maneuver types across the top, rather than the complexity level. It is important the the GM be consistent in his use of the tables.

If the character decides to proceed with the maneuver, he makes an open-ended roll and adds his appropriate bonus along with any other applicable modifications. If the modified roll is greater than 100, the action is successful. If not, the action fails.

To summarize:

1) The character states the nature of his maneuver.
2) The GM assigns a difficulty to the maneuver including special modifications.
3) The character decides whether or not perform the maneuver.
4) If he decides to perform the maneuver, an open-ended roll is made.
5) All applicable modifications are made to the roll.
6) Success: if the modified roll is over 100; Otherwise, Failure.

18.25 CANCELING ACTION

During a round, an action may be canceled before it would otherwise be resolved. A character who has canceled his action may perform one of the following alternative actions: melee with half his normal Offensive Bonus OR move half his normal (not running) movement **or** fire **or** make a maneuver modified by -30. The alternative action chosen must be performed when the other actions of that type are normally resolved.

19.0

MOVEMENT AND ENCUMBRANCE

The nature of Science Fiction, more than any other type of fiction, demands variety and veracity — unusual characters performing diverse actions in exotic environments. The possibilities are infinite, but detailed action (combat, etc) often requires near exact determination of a character's whereabouts and speed. The following section allows quick determination of character's movement rates and endurance levels under a variety of circumstances, and may serve as a basis for further (i.e., specific, local) situations.

Note: *As it appears here, the term "Factor by" means "Multiply by (1 + the modifier stated as a percentage)." (E.g., when you multiplied your Base Hit Points times your 1 + (Co/100) , you "factored by" Co Mod).*

Different races have different **Walking Movement Rates**, or **WMR**s. The Base WMR for all known Hominoids is 17 m per (10 second) Round (about 6 kph). Add the Race's St and Qu Mods (from the Racial Statistics Chart), and factor 17 by their total, rounding as usual. The result is the Average Racial WMR.

Average Racial WMR = 17 x [1 + (St mod + Qu mod)/100]
(e.g., Human WMR = 17.85, or 18).

PERSONAL WMR CALCULATIONS:

Modifications to the Average Racial WMR makes use of the **Movement and Encumbrance Chart**. In each of the three cases, the applicable WMR Mods (from the table) are added together to determine the "Factor", and the WMR obtained in The Previous Step is (you guessed it) factored by this total.

The *Unencumbered Factor* takes the character's Qu and Ag into account (temporary stats should be averaged before consulting the table), as well as Height (in meters). Factor the Average Racial WMR by the total to obtain the character's Unencumbered WMR.

Unencumbered WMR =
(Avg Racial WMR) x [1 + (Qu & Ag WMR Mod + Height WMR mod)/100]

The *Encumbrance Factor* is based on armor worn (the WMR mod is the same as the "Quickness Penalty" for the armor type) and "Encumbrance Units" carried (one EU of gear/etc equals one tenth the character's weight in kilos). The subtotal obtained (if negative) is offset by the character's ST Mod (if positive), but can never exceed ±0. Factor the Unencumbered WMR by the end total to obtain the Encumbered WMR.

Encumbered WMR =
(Unencumbered WMR) x [1 + (Armor WMR mod + EU WMR mod + St bonus)/100]
or
Unencumbered MMR, if smaller than above.

The Local/Gravity Factor comes into play whenever the Local Gravity differs from the character's own Homeworld's. Divide the Current Gravity by the character's Homeworld Gravity and consult the table. Factor the Encumbered WMR by the Mod shown.

All Movement and Moving Maneuvers attempted in an environment where a Gravity Factor exists receive a penalty as shown on the MM mod column. Skill in Alien Environments may be bought to offset this penalty (never raising it above ±0) though the Player must specify "Extremely Low G", "Low G", "High G" or "Extremely High G". Possessing "Low G" adds half rank bonus in "X-Low" environs (and vice-versa. "High G" adds half rank bonus in "X-High" environs (and vice-versa). These categories are indicated by the bold lines across the Gravity column on the table.

Example: *Sky's QU and AG average at 90, and he is 2.1 meters tall (almost 6'10"). His Unencumbered Factor is +15 (+10 for stats, +5 for stride), or 1.15. Multiplying this by 18 (Base WMR for Humans) gives us Sky's Unencumbered WMR: 20.7 (rounded to 21). Let's say Sky weighs 113 kilos (250 lbs). This means that each 11 kilos he carries is one Encumbrance Unit. Now let's put his mesh shirt and greave armor on him (WMR Mod of -5), and gives him 1 EU of gear (-10); his Encumbrance Factor is now -15, or .85, which gives him an Encumbered WMR of 17 (just a little bit slower than the average, Unencumbered Human). NOW, let's have Sky (who comes from a planet where the gravity is 1.2 Terran G's) travel to a planet with only .6G (Current/Homeworld Gravity = .5), and walk him around. For Sky, the Gravity Factor is +35, or 1.35, which gives him a local WMR of 22.95 (23 meters/Round). Bear in mind, however, that any detailed Movement or Moving Maneuvers Sky attempts will be at -35 unless Sky has the appropriate Alien Environments skill. Given enough Alien Environments skill ranks, Sky could reduce his Moving Maneuver penalty to 0. All Right, Sky!*

20.0
INJURY AND HEALING

"He's dead, Jim."

20.1
INJURIES

Although death is a looming danger, injuries are much more common. Some injuries, however, effectively disable a character. Most make adventuring tough and, given their frequency, can present the characters with significant obstacles, including penalties or prohibitions applicable to the use of appendages, the deployment of senses, maneuvers, combat, or even simple travel.

Generally, injuries in **Space Master** occur as a result of damage from a critical strike. As such, the injuries are often described quite specifically. This provides a tremendous variety of effects and adds flavor to the game. It also requires a very specific healing system, equipment, skills and drugs covering every possible plight. The medical equipment found in the **Tech Book** is designed to provide detailed descriptions covering any injury which might arise.

A Doctor (not a Miracle-worker)

In any case, treating injuries is considered to be one or more Static Maneuvers. The GM should have an understanding of the equipment available and the extent of the injury, then decide what sort of procedures will be necessary to correct the problem. Often the critical damage description itself will provide the key information. The GM then needs to have the player performing the operation roll, including the following modifiers:

1) Equipment complexity
2) General Static Action modifiers
3) Applicable medical skill
4) Other factors the GM deems appropriate

The GM should decide which static action chart he wishes to use. He should also remain consistent which chart he uses throughout the campaign, though he can mix and match maneuver 'types' (e.g., using the *Alternate Personal Maneuver Chart* for healing and the main chart for all other maneuvers), if he wishes. The modified roll is then cross-indexed, and the result determined and applied.

20.11 GENERAL DEGREES OF INJURY

It is still helpful to categorize injuries in broad, manageable groupings. These enable the GM to apply certain general rules regarding recovery and effect.

1) **Light Injuries.** If a specific injury results in a penalty of -0 to -20, it is considered "light." In addition, light injuries include wounds which yield 1-5 hits per round as a result of bleeding.

2) **Medium Injuries.** Specific injuries which result in a penalty of -21 to -50 are considered of "medium" severity. Medium injuries also include wounds which yield 6-10 hits per round as a result of bleeding. Fractures with an unspecified penalty are medium injuries.

3) **Severe Injuries.** Should a specific injury result in a penalty of -51 or more, it is "severe." In addition, severe injuries include shattered bones and wounds which yield more than 10 hits per round as a result of bleeding. Any wound which destroys an organ (e.g., eye, kidney, etc.) or renders it inoperable for more than one day is also severe.

MOVEMENT AND ENCUMBRANCE CHART

WMR Mod	Qu&Ag	Height/ Stride	Armor Worn	# of EU's	C/HW Grav	MM Mod
+50					.3	-50
+40					.4	-40
+35	102+				.5	-35
+30	101				.6	-30
+25	100				.7	-25
+20	98-99				.8	-20
+15	95-97	2.3-2.45			.85	-15
+10	90-94	2.15-2.29			.9	-10
+5	75-89	2-2.14			.95	-5
±0	25-74	1.71-1.99		<1	1	±0
-5	10-24	1.56-1.7	AT 10, 14, & 17		1.05	-5
-10	5-9	1.41-1.55	AT 7	1	1.1	-10
-15	3-4	1.26-1.4	AT 8, 11, 12, 15, 16 & 18		1.15	-15
-20	2	1.11-1.25	AT 19	2	1.2	-20
-25	1	.95-1.1	AT 20	3	1.3	-25
-30				4	1.4	-30
-35				5	1.5	-35
-40				6	1.6	-40
-50				7	1.7	-50
-60				8	1.8	-60
-70				9	1.9	-70
-80				10	2	-80
-90				11	2.1	-90
-100				12	2.2	-100
-110				13	2.3	-110
-120				14	2.4	-120
-150				15	2.5	-150

20.12 TREATMENT

Even after an injury is treated, however, recovery is rarely instantaneous. The GM must consider the effect of the wound after treatment. For instance, how long does it take to recover? Will there be any permanent damage (e.g., a lowering of stats)? What effect does the wound have on the character while he is recovering?

The form of treatment for a given injury is normally prescribed by :

1) the description fo the wound, or
2) the explanation of the Psion or medical technique employed. Some injuries, for instance, are healed by techniques that require the victim to remain immobilized during treatment. Whatever the treatment, the procedures should be followed, lest the treatment fail.

20.13 FIRST AID

First aid can be employed by virtually anyone, but has limited effectiveness. Essentially, the 'medic' must make a successful *Static Action* (see Section 18.24) in order to aid the victim. This roll is modified by the actor's First Aid secondary skill bonus. Anyone having a "0" First Aid skill rank operates at -25 (modified by stat bonuses).

First Aid skills enable a character to heal any light injury, so long as he utilizes the necessary equipment (e.g., a compress and bandage for light bleeding, splints or slings for light sprains or fractures, etc.). In addition, this skill can be used to slow or halt the effects of medium or severe injuries (e.g., you can reduce any bleeding rate by 5 hits/round, or more if you use a tourniquet; or you can set a medium fracture and stop any associated deterioration). First aid is generally ineffective when dealing with medium or severe nerve or organ damage.

20.14 RECOVERY FROM WOUNDS

Some operations and Psions specify recovery time. Where they do not, use the *Healing Recovery Chart* (pg 72) which gives some suggested recovery times for general injuries. As a rule, the recuperation period for multiple injuries equals that of the worst wound plus half the cumulative recovery time for all other concurrent wounds.

Example: As a result of a swindle, Drake Morgan buys a gravscooter with defective braking thrusters. The first time Drake tries to slam on the brakes, the thrusters fail, sending him crashing into a safety wall. Drake receives a severe head wound (recovery time 30 days), a medium bone wound (recover time six days), and a light tissue wound (recovery time one day). Assuming he is healed, his total recovery time is 33.5 days (30 + 3 + .5). Poor Drake.

While recovering, a character's penalty gradually declines. To determine the rate at which the character returns to normal health, divide the penalty by the recovery time (in days). The result is the daily reduction in character's penalty. Round off any fraction and apply any leftover penalty to the amount recovered the first day. If the recovery time is less than or equal to two days, the GM may wish to determine recovery on an hourly basis.

Example: Drake received a total penalty of -70 as a result of his impact. If his recovery time is 33.5 days, he divides 70 by 33.5, yielding a restoration rate of 2.09. He rounds this to 2. So, Drake's penalty is reduced by 2 each day of recuperation. Since 2 times 33.5 equals only 67, there is a 3 remainder. This is applied to the first day of recovery, meaning that Drake's penalty is reduced by 5 after the first day.

When an injury description specifies that the organ, appendage, etc. is useless, the penalty is considered -100. Recovery usually begins when the area is healed.

If a critical strike description specifies that an area of the victim's body is useless or at a subtraction for a set period, it is assumed to be penalized accordingly for the entire prescribed period. However, once the period passes, recovery begins as if the area was healed. Any healing during the set period will start the recovery process earlier.

20.15 RECOVERY FROM HITS

Concussion hits heal at a rate of one per hour if the victim is resting. Should the victim be active, the rate drops to one every three hours. This may be adjusted by a race's recovery (healing) multiplier.

20.16 PERMANENT DAMAGE

Most of these questions are very subjective and must be decided on a case to case basis. For example, having an arm cut off and then re-attached might cause a loss of Agility (temporary or permanent) and maybe a scar. Clinical death might cause a general loss of abilities, partial loss of experience and scars.

As a rule of thumb, a character might receive permanent damage only in case of a severe wound. In such a situation, have the character make an open-ended D100 roll and add a number equal to his Constitution (not simply the Co bonus). Should the result exceed 100, there is no permanent damage. If it falls short of 101+, the greater the difference, the worse the permanent damage.

20.17 DISEASE

Although disease should be a relatively rare misfortune in the civilized environment of *Space Master*, new viruses and bacteria could be encountered on the Frontier. It be the result of a Random Event, a part of a character's makeup (e.g., Skhan has a hereditary disease which leads to a drooling problem), an artificial creation of some mad virologist, or a simple decision/calculation on the part of the GM.

A person attacked by a disease must make a resistance roll, comparing his own level with that of the disease (Use the RR table). The victim adds his Constitution bonus and his Race bonus to the roll. When the poor victim fails the RR, the GM should determine the degree of failure by comparing the adjusted RR with the number needed to succeed. Unless the disease is described otherwise, (e.g., the disease delivers only moderate effects), the difference indicates the severity of the effect.

RR Failure	Effect Severity
01-25	mild
26-50	moderate
51-100	serious
101 +	extreme

20.2
HEALING RECOVERY CHART

This chart provides recovery times for most general injuries. When using it, apply the character's Constitution bonus to any roll. The result is the recovery time for light injuries. Multiply the figure by 5 for medium injuries and by 10 for severe injuries. Halve the recovery time if the victim is hospitalized or placed in some other special care.
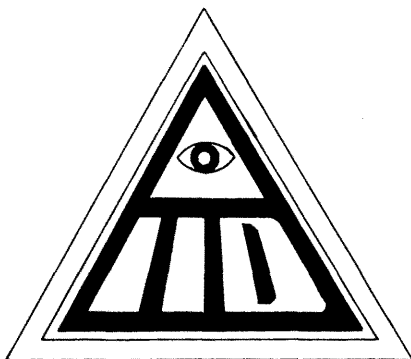
21.0
USING EQUIPMENT

Within this section a number of ill-defined role playing activities will be (vaguely) covered. Such day-to-day activities as reading your multiscanner, looking for security systems — and how to handle them within game mechanics — will be discussed. Everything below should be carefully considered by the GM before integrating into his game.

21.1
SUCCESS AND FAILURE

Throughout the universe of *Space Master* the magic number for all maneuvers not covered in some table is a (modified) 100. If you roll *over* a 100 after all the bonuses and penalties are included, you have succeeded in whatever maneuver you have attempted. In the following sections any reference to a "successful" roll implies a net roll of 100 or above.

Some alternatives which include 'partial success' are discussed below.

In general, all rolls can be open-ended, most rolls using a piece of equipment for data-gathering, healing, etc., are high open-ended rolls *only*. A roll of 01-05 is read as-is, and has specific meaning regarding use of the equipment.

A GM may wish to use the Alternate Personal Maneuver Chart (pg 80) for scanning and sensing.

21.2
MAKING SCANS

Multiscanners are immensely popular tools in some campaigns, greatly enhancing a group's ability to analyze and understand their environment. Carefully monitored, these machines can enhance a game. Allowed to run amok, however, "multiscanner abusers" can ruin the excitement of a campaign. The GM can use the following suggested range and complexity modifiers (in addition to he Static Action modifiers if applicable). Multiscanners, Repair Scanners, and Medscanners must be 'aimed' within about 10° of their intended target, or the user must make a sweep, taking about one full minute (a hasty sweep will incur a penalty equal to the hastiness, i.e., a 30 second sweep will have a -50 penalty, a 15-second sweep a -75 penalty, etc.) Only Tactical Scanners have an automatic 360° sweep.

SCANNERS

Handheld scanning devices are capable of various types of scan/analysis, as well as recording scan information for future, more detailed analysis by an onboard ship or land-based computer. They are also capable of normal audio-video recording. On the opposite page is a summary of the scans which can be performed.

HEALING RECOVERY CHART						
Roll	**Type of Damage**					
	Burn	**Bone**	**Tissue**	**Head**	**Organs**	**Muscle/Tendon**
01-15	3 days	5 days	3 days	10 days	9 days	7 days
16-35	2 days	3 days	2 days	7 days	6 days	4 days
36-65	2 days	2 days	1 day	5 days	4 days	3 days
66-90	1 day	1 day	1 day	3 days	3 days	2 days
91-100	1 day	1 day	1 day	2 days	2 days	1 day
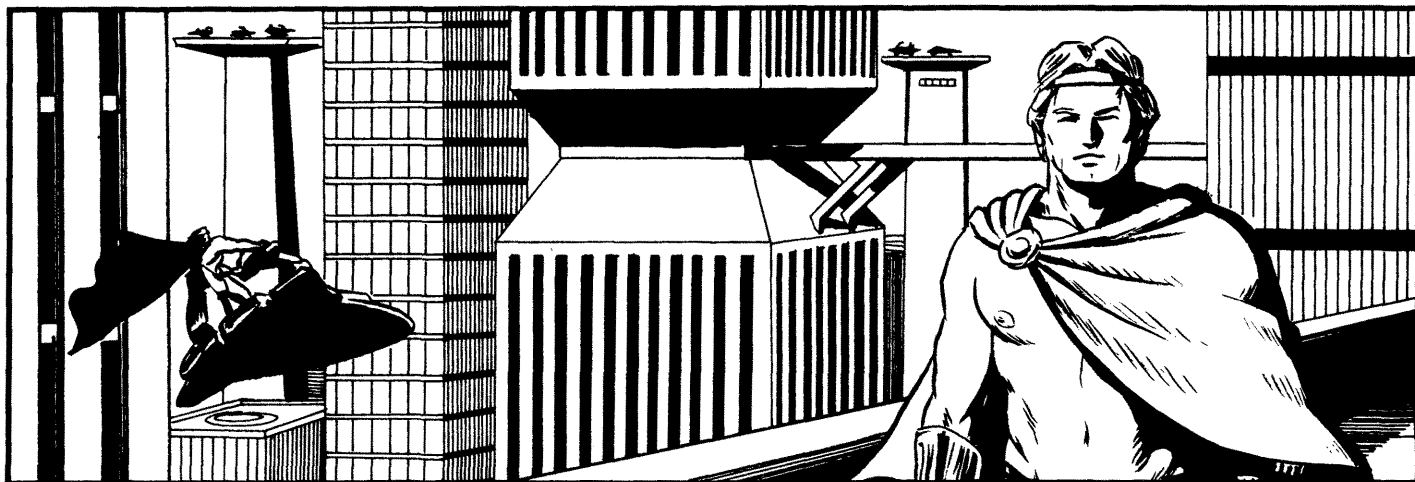
SCANNER CHART

MULTISCANNER

Life Types

Scan/Detection Type	Point Blank	Short Range	Medium Range	Long Range	Extreme Range
Life form detection:	10	100	500	1000	2000
Determine # of units	10	50	100	200	500
Determine Basic Type	5	10	20	50	100
Determine Race	1	5	10	30	60

Power Emanations

Scan/Detection Type	Point Blank	Short Range	Medium Range	Long Range	Extreme Range
Personal Comm beam				100	
Ship Comm				500	
Base Comm				1 km	10 km
Ship Reactor				10 km	
Base Reactor				100 km	

At 1/10th of detection range (again, somewhat variable, dependent on conditions and skill of scanner operator) specifics can be made out (interception of transmission, exact location and type of power generation).

Physical Analysis

Scan/Detection Type	Point Blank	Short Range	Medium Range	Long Range	Extreme Range
One gram	1	3	5	10	30
One kg	50	100	1km	10km	20km

This could be modified depending on the rarity of the material.

REPAIR SCANNER

Scan/Detection Type	Point Blank	Short Range	Medium Range	Long Range	Extreme Range
Disrupted Circuit				50	100
Deepscan Lock			50cm	1	3
Any Electrical Current	10	30	50	100	500

Other Power Emanations and Physical Analysis functions as Multiscanner with triple range.

MEDICAL SCANNER

Scan/Detection Type	Point Blank	Short Range	Medium Range	Long Range	Extreme Range
Life form detection	10	100	500	1000	2000
Determine # of units	20	100	300	500	1000
Determine Basic Type	10	30	50	100	300
Determine Race	3	10	30	50	100
Verify specific Individual	1	3	5	10	30
Detect bacteria/virus	1	3	5	10	30

TACTICAL SCANNER

Scan/Detection Type	Point Blank	Short Range	Medium Range	Long Range	Extreme Range
Detect Motion	10	20	30	40	50
Detect Infrared	10	20	30	40	50
Specify Moving objects	3	5	10	15	20
Specify Infrared objects	3	5	10	15	20

GENERAL MODIFIERS

Point Blank .... Routine (+30)	Long Range .... Extremely Hard (-30)
Short Range .... Light (+10)	Extreme Range .... Absurd (-70)
Medium Range ...... Hard (-10)	

73

SENSOR SYSTEMS

As explained elsewhere, the term SENSR is an abbreviation of the device's means of operation: Selected Electromagnetic/Neutrino-Stream Reflection. Although hand-held Scanners use much the same method, their limited range and specialized function make them quite a bit simpler to understand than ship-mounted SENSR systems. Such systems consist of three parts: The Emissions Unit (which treats/charges and sends out the Stream), the Retrieval Unit (which attracts and collects the reflected particles), and the Selection/Analysis System (which consists of any Computer programs and/or sentient operators — the system which specifies and correlates the actual data).

Skills Used:

The Sensor Analysis skill is used to modify any use of the SENSR system (unless something goes wrong with it). This score is averaged with the Computer's program rank bonus. Analysis without the appropriate (or any) program is three Difficulty Levels higher than normal ("Medium" operations become "Extremely Hard", etc). SENSR attempts are rolled on the appropriate column of the Main *Personal Maneuver Chart* (pg 79), or the *Alternate Personal Maneuver Chart* (pg 80). Problems with the Emissions Unit are treated by Power Systems Tech, while the Retrieval Unit requires Electrical Tech. SENSR Analysis program problems (obviously) fall under the realm of the Computer Tech.

Visual Display:

A frequently-used capability, it is impossible without the appropriate Computer program in the CPU. Data to be displayed must first be SENSR'd by the Computer. See below for Base Difficulties.

Graphic Data Display:

This is Another popular use of the Analysis programs (in most cases, creating such a display without the necessary program would be at least a Complex research project) which allows data retrieved to be sorted and displayed in a graphic/pictorial manner. For instance, a search for lifeforms on a nearby planet will reveal their presence (and possibly even number), but if you want a map of the major settled areas, you need a Graphic Data Display. This is a separate static maneuver (aside from the initial SENSR scan), performed by the Computer (use the program rank mod) at the same Difficulty Level as the original scan.

Range:

There are four Range Categories for the SENSR; Short, Medium, Long, and Extreme. Range modifies the Base Difficulty of any SENSR Analysis attempted, as below:

Category	Extends To	Difficulty Level Adjustment
Short	1 Light-Second (300,000 km)	- 1 (HARD becomes MEDIUM, etc)
Medium	1 Astro. Unit (150 mill. km)	±0 ("Standard operating range")
Long	1 Light-Year (9460.8 bill. km)	+ 1 (LIGHT becomes MEDIUM, etc)
Extreme	Limit of SENSR range	+ 2 plus 1 per 10 LY distant

BIO ANALYSIS CAPABILITIES CHART

Target/Nature of Analysis	Base Difficulty Level	Notes/ Limitations
Detect Presence of Lifeforms	Easy (+20)	(Known Types)
Determine Bio-Kingdom of Lifeform	Medium (+0)	Flora/Fauna/Fungi
Determine distribution of Lifeform	Hard (-10)	Must have "Search" data
Determine Chemical Base	Very Hard (-20)	(Known types)
Determine Body Shape/Size	Medium (+0)	
Determine Body Temperature	Light (+10)	
Physiological Structure	Very Hard (-20)	Skeleton/Organs, etc.
State of Health	Extremely Hard (-30)	(Known Physiologies)
Diet	Very Hard (-20)	(From waste matter in Body)
Search for Known Individual	Easy (+20)	If SENSRing a construct
	Sheer Folly (-50)	If SENSRing a planet
Visual Display of SENSR'd being	Light (+10)	Black/White 2-D image‡
	Medium (+0)	Color 2-D image‡
	Very Hard (-20)	Color 3-D image (Hologram)

‡ Image can be made to rotate to show other views

CONSTRUCT ANALYSIS CAPABILITIES CHART

Target/Nature of Analysis	Base Difficulty Level	Notes/ Limitations
Power Use (Personal/Vehicular/Civic)	Hard†/Sheer Folly*/Routine	
Communication (Pers/Vehic/Civ)	ExHard†/Absurd*/Easy	Including band/freq.
Computer Mk. #	Sheer Folly*	
Drive ("M/A"/Atomic/Lesser)	Very Hard*/ExHard*/Sheer Folly*	And/or Maneuver Mod.
Energy Weapon	Extremely Hard§	Mk. #10 or higher
EW/Stealth	Absurd (-70)*	see EW section
Fuel ("M/A"/Fission/Fusion)	Easy/Light/Hard	
Grav/Antigrav Field	Medium (+0)†	
Molecular Structure	Hard (-10)	(Known compounds)
Atomic Structure	Extremely Hard (-30)	(Known elements)
Missiles/Torpedoes	Hard (-10) §	
Open Spaces (Bays/Holds, etc)	Light (+10)	
Screens/Shields	Very Hard (-20)*	
SENSRs	Sheer Folly (-50)*	
Silhouette Display	Routine (+30)	
Tonnage	Light (+10)	
Current Hits	Hard (-10)	
Workshop	Sheer Folly (-50)*	
Visual Display of SENSR'd vehicle/ship	Light (+10)	Color 2-D image‡
	Hard (-10)	Color 3-D image (hologram)
Visual Display of SENSR'd civic area	Very Hard (-20)	Color 2-D image‡

† = Assumes item/system operating. If not, -50.
* = Assumes Item/system NOT operating. If on, add standard diminishing bonus per each Rank currently in use. (1-10=+5 ea, 11-20=+2 ea, etc).
§ = Add Mk. # of weapon.
‡ Image can be made to rotate to show other views

EW/Stealth:

The primary function of the Stealth system is to distort and/or nullify pervasive SENSR Scans. Any SENSR attempts versus a "Stealthy" Target take a penalty equal to the Stealth bonus, regardless of the type of scan attempted. See the section on EW for more details.

Example: Jym-bob has found a large, bizarre construct floating in the Rhetorica Nebula and attempts to SENSR it tor energy weapons from Long Range. The GM knows that there are no energy weapons aboard, but he also knows that the construct emits a constant "Stealth" (EW) field of +70. The Base Difficulty for the task is Extremely Hard (-30) (the footnote tells the GM to add the Mk. # which is zero), but the Actual difficulty is Sheer Folly (-50) due to range. The Die roll is modified for Jym-bob's Sensor skill (+45), for the Difficulty (-50), and for the EW (-70), leaving Jym-bob's poor Player a total of -75 to determine that he's looking for nothing.

PLANETARY ANALYSIS CAPABILITIES CHART

Target/Nature of Analysis	Base Difficulty Level	Notes/Limitations
Atmospheric Makeup	Medium (+0)	(Known Compounds/Gases)
Climate Code	Hard (-10)*	Hot/Warm/Temperate, etc
Mean Planetary Density	Medium (+0)*	
Geological Makeup	Extremely Hard (-30)*	(Known Elements/Ores)
Gravity/Escape Velocity	Light (+10)	
Hydrosphere	Easy (+20)*	
Meteorological Phenomena/Patterns	Very Hard (-20)*	-30 if climate "dormant"
Planetary Circumference	Routine (+30)	
Precipitation Code	Medium (+0)	Rainy/Humid/Arid, etc
Rotation Period (Day	Easy (+20	
Mean Surface Temperature	Light (+10)*	
Current Surface Temperature	Easy (+20)	within a single "region"
Visual display of SENSR'd area	Light (+10)	very poor detail at >SR

* = Assumes full planetary orbit performed. If not, -50 from roll, and time required is x6 ("1 rd" = 1 min).

STAR SYSTEM ANALYSIS CAPABILITIES CHART

Target/Nature of Analysis	Base Difficulty Level	Notes/Limitations
Locate Asteroid Belt	Light (+10)	
Determine number of Asteroids in Belt	Hard (-10)	
Locate Planetary Body	Routine (+30)	
Radius of Stellar Gravity Well	Light (+10)	
Locate stellar ecosphere	Very Hard (-20)	(by Human standards)
Locate moons	Easy (+20)	of one given planet
Locate Empty Orbit	Hard (-10)	
Determine Orbital Period (Year)	Medium (+0)	for one given planet
Star's Spectral Type	Routine (+30)	
Star's Stellar Brightness	Light (+10)	
Star's Stellar Class	Routine (+30)	
Star's Stellar Mass	Medium (+0)	
Star's Stellar Radius	Light (+10)	
Star's Stellar Temperature	Easy (+20)	
Visual Display of SENSR'd N-Space Area	Extremely Hard (-30)	Very scant detail

21.4
SECURITY

For some reason it seems that many groups of players spend a lot of time breaking into other peoples' homes and places of employment. Since this vulgar practice shows no sign of abatement, perhaps some clarification of rules surrounding such activity is in order.

21.41 ELECTRONIC DEVICES

The masters of electronic surveillance and security are the Crime Techs. Crime Technics skill is used to defeat all non-mechanical locks, alarms and other such 'traps'. Naturally anyone with Crime Technics skill falls into this category.

However, before the lock is picked it must be analyzed; one utilizes a Repair scanner for such a purpose. Multiscanners may be used, but their attempt will be *Extremely Hard (-30)* because of the scanner's inaccuracy. A successful scan of the electronic lock allows the lock-pick attempt to be made without any modifiers beyond the lock's base difficulty (and any environmental factors; see the *Static Action Chart*). The actual defeat of the

lock is then perpetrated using Crime Technics skill. It is assumed that the Crime Tech has some sort of electronics override kit for use with locks more complex than your basic keypad. Such instruments as a Tonal Synthesizer (for audio locks), a Spectral Sequencer (for those annoying coherent light beam locks), and a variety of small, delicate tools and optical filaments and wiring for bypassing various other tricky devices. The cost for such kits is highly variable (100 — 5000 monits). The GM should sit down with a fledgling Crime Tech early in the campaign to go over the technology, what he might encounter and what might be needed. Trying to pick a lock without a scanner analysis is *Absurd (-70)*. The penalty for trying to pick one without the proper tools is highly variable.

Before the electric eye (or other 'trap') is defeated, it must be detected. The skill of Perception is used in this case. Note, however, that while Perception is a general skill, some modifiers are in order. Any character with no Crime Tech skill finds looking specifically for security traps an *Extremely Hard (-30)* endeavor.

Crime Techs find it Medium (+0) — in general. Depending on the nature of the device, a successful Repair scanner roll might provide an additional bonus to overcoming the trap. Disarming (or avoiding) the trap involves Crime Technics skill, and might also require special equipment.

21.42 MECHANICAL CON-TRIVANCES

While crude mechanical locks and traps are rarely found in the milieu of *Space Master*, they do occasionally rear their ugly springs and tumblers. They are detected and analyzed in the same manner as electronic devices above — though using a scanner to analyze any mechanical lock or trap adds 30 to the pick/disarm roll. However, Crime Technics skill may only be used at *Half* value towards defeating these crude devices. It would behoove the Crime Tech who wishes to be well-rounded to develop skill in Disarm trap and Pick Lock.
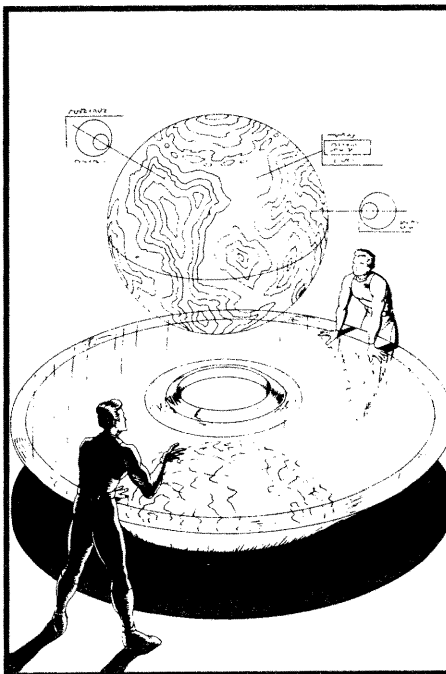
21.5 ▮▮▮▮
STEALTH/ELECTRONIC WARFARE

Stealth Systems, also known as Electronic Warfare (EW) systems have many uses on the ship, and to be fully utilized require a full-time operator during battle. A ship's EW rating can be used as a DB, (or to cancel an opponent's EW-caused DB) or can jam (and detonate) incoming missiles. The primary EW operator (person with highest EW skill at a console) must declare (or secretly write down) where he will allocate EW for that turn: DB, Anti-DB, Transmission Jamming or Missile Jamming. The total EW number can be split, but the decision made at the beginning of the turn is locked in until the next turn.

Example: Duncan is the EW operator of his ship, the Defiant. He has an EW skill of 50, and the Defiant's EW rating is also 50. The sensor officer detects a ship closing, possibly hostile. Duncan activates the Defiant's EW screen and ponders how to allocate points. The sensor officer announces that he can only detect Laser Cannons as the incoming ship's armament, so Duncan sets the EW on full DB, since he is defensively minded, and there is no evidence that the other ship has missile armament. He is committed for the game turn. A round later as the ship closes and the Sensor Officer gets another roll, he detects missile tubes! Too bad, since Duncan cannot re-allocate some of the ship's EW points until next turn. If he had known, he might have devoted some EW to missile jamming, and had a better chance of stopping the potentially devastating missile attack, sure to come from the opponent.

EW Missile Jamming

With missile jamming, the EW bonus is used as an attack against an incoming missile – the missile receiving a bonus against this EW equal to its Mk. rating. More than one missile can be acted upon in a given round, but there must either be multiple operators, or the operator's skill bonus must be split between the missiles. Note that missile jamming is the only time that the EW operator skill bonus is employed in combat. Roll 1-100 open-ended, add EW allocation, add operator skill bonus, subtract MK# of missile. If 100+, the missile is "jammed," and detonates before reaching its target.

Example: The Defiant has been under attack, the enemy firing laser cannons, – which have been ineffective till now. It is the beginning of turn two and Duncan may re-allocate his EW, based on the new sensor data. The Defiant has an EW rating of 50. Duncan, with an EW skill bonus of 50, has a number of options:
Option 1: He can ignore the threat of missiles and hold his full EW as a subtraction to his DB, as he has been. Flaws in this idea are that if the enemy fires missiles, they will almost certainly reach their target, and his EW-DB might already be partially annulled by the attacker's EW – if they are using theirs to thwart his.
Option 2: He can use his full EW on missile jamming, giving himself a good chance of destroying any that are fired. This, however, reduces the ship DB by 50.
Option 3: He can allocate part of the EW rating to each: for instance 20 to overall DB, and 30 to missile jamming. He decides to do Option 3.

The opponent launches two Mk. 20 missiles at the Defiant. With two incoming missiles, and Duncan as the only EW operator, he has two choices:
*1) split his EW and try to stop both. With this option, he would need to roll 66 or above to jam each (half his bonus of 50: 25, **plus** EW committed to jamming: 30 (note full jamming EW is used against each missile, while the operator skill must be split), **minus** the missile Mk. of 20 equals 35. He adds his roll, and the total must exceed 100). A separate roll is made for each missile.*
*2) Use all of his EW against one missile and have a better chance of destroying against one missile and have a better chance of destroying one. In this case he adds his full EW: 50 **plus** the allocated ship EW: 30, **minus** the missile Mk. of 20. He must roll a 41 or better.*
Note that if there were two operators (and consoles), each operator could devote his full EW skill rating and the ship's full (allocated) EW rating against a missile. Missile strike results are determined at the end of the round, after all manning attempts are made.

EW Cloaking/Stealth

This function cannot be used simultaneously with any other function. Cloaking thwarts enemy sensor detection/analysis. It is not very effective during combat, since overt use of weapons and sublight engines are easily picked up on sensors, and the 'cloak' is useless. It is useful just before combat in attempting to ambush an unsuspecting opponent. In this case, the stealthy ship's EW operator adds his EW skill bonus and the ship's EW, and rolls. The 'victim' ship is allowed a Routine sensor roll, adding the ship sensor bonus, the operator bonus, and any others applicable. If the stealthy ship's modified roll is 100 over the victim's roll, it is undetected. Less than 100 but still more than the victim indicates inconclusive data; a roll of less than the victim's indicates full detection and ship analysis. Once a ship is picked up on sensors, rolls are made every turn, but the stealthy ship must roll a modified differential of over 200 to 'vanish' again, after a sensor lock has been established.

EW Defensive Bonus

Ship's DB is increased by a factor equal to the amount of available EW designated to it.

EW Anti-Defensive Bonus

This function can be used to cancel an opponent's DB created by that opponent's EW only. EW anti-defensive bonus cannot be used to cancel other ship DB factors such as shields or Evade. For example, say the Defiant has 20 points of its EW designated for DB, the rest reserved for missile jamming. The Defiant's attacker uses 50 points of their EW rating in an attempt to cancel the Defiant's EW-DB, but only effectively cancels 20 points, because that is all that was designated.

Transmission Jamming

EW can also jam other ships' (and, necessarily, their own) transmissions by creating a large radius interference field, the generating ship at the center. Radius and intensity vary according to points designated. Each point adds 1 LS to the radius, and subtracts from a Comm Tech's attempted transmission roll. All ships within the radius are affected both for incoming and outgoing transmissions.
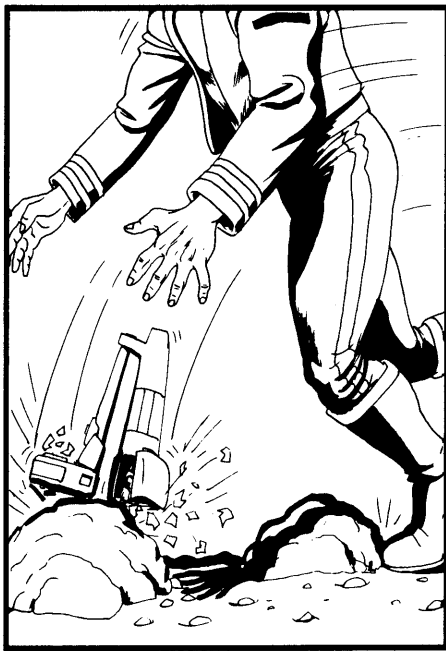
21.6

BREAKAGE

Although all field equipment in **Space Master** is designed to take a beating, sometimes field scientists manage to dish out more than your average piece of equipment can take. This can be assumed to occur in three ways, dealt with using the *Equipment Mishandling Chart.*

CHARACTER MAKES A BAD USE ROLL

Whenever a character uses a piece of field equipment (multiscanner, healing device, etc.), he must make a roll. An unmodified 01-02 indicates some sort instrument failure — roll 1D10 for charge depletion or malfunction: 1-7, energy charge depleted; 8-9, equipment malfunction; 10, equipment has been dropped.

CHARACTER FALLS OR IS HIT

This is a fairly straightforward situation. Should the character fall down (from no appreciable height), all equipment not stored (e.g. held in the hand or on the belt rather than packed in the backpack) must make a Maneuver Roll versus damage. Standard equipment has a +50 modifier versus damage. For every additional meter the item falls, - 5 from the modifier.

If the item fails (the result being 100 or less), a 1D10 severity roll is made, and a Damage Type Roll. The *Repair/Malfunction Chart* is consulted when someone who can repair the device is present, and his modifiers can be employed.

The GM might also want to have the damage severity roll modified for great heights (once it is established that the item is not miraculously undamaged), such as +1 per 5 meters. Any result over 25 is considered Extremely Severe.

MINIMUM DAMAGE FOR FALLS

Dist. Fallen	Severity Range
1-5m	Routine — Extremely Severe
6-10m	Light — Extremely Severe
11-15m	Moderate — Extremely Severe
16-20m	Severe — Extremely Severe
21-25m	Very Severe — Extremely Severe
26m+	Extremely Severe Only

Example: *Alistair Aurora is standing on the edge of a 30 meter precipice with his multiscanner. He attempts to scan the lands beyond, but rolls an 01. He rolls a 1D10 and, being a clumsy fool, he rolls a 10 (drop item). Alistair, leaning over the edge, watches his scanner tumble all 30 meters to the bottom. It has a base 50 modifier, but the 30 extra meters means (30 x 5 = 150) it is at -100. Alistair would have to roll 200 (open-ended is allowed) or over for the poor machine to be intact. Alistair fails (of course). The Cruel GM uses the Minimum damage table, so Alistair's scanner is Extremely Severely damaged.*

CRITICALS

When the character suffers a critical which specifically indicates damage to a tool, weapon, or area of the body where such might be located, the GM must decide whether the item is at risk of being damaged. If so, a roll should be made, modified by +50 (an intrinsic bonus for the item) and the critical severity:

A	-10
B	-20
C	-30
D	-40
E	-50

Should the net roll be 100 or less, the *Equipment Mishandling Chart* should be employed, modified by the severity of the critical delivered against the target.

The chart below should be rolled on to determine the type of damage, including the modifiers noted (not open-ended).

EQUIPMENT MISHANDLING CHART

-29	Your piece of equipment, in a last act of vengeance, gives you an "A" critical hit, then disintegrates into a useless lump of semiconductors.
-28 — -21	Your device is a collection of shattered circuits and cracked plastic. There is nothing worth saving; don't even bother to make a repair roll.
-20	With a loud bang, a 'poof' and a billow of smoke, every circuit in your item shorts out.
-19 — 05	The item is perfectly operational — except every time you use it, the equipment gives you a 1D10 hit electrical shock. Insulating gloves will help, but subtract 30 from any bonus.
06 — 20	The recalcitrant equipment is operational at -50.
21 — 50	If the device has more than one function (a multiscanner, for instance), it has one function is operational; otherwise it is useless until repaired.
51 — 79	You can try to use your device, but 50% of the time it doesn't work.
80	The device works fine — if you hold it upside-down (and only then). This subtracts 30 to 90 from your bonus, depending on the item's use.
81 — 89	The device is functional but at -30.
90	The equipment is functional, but it drains the energy cells at an accelerated rate. Any roll of an 03-20 during use indicates drained cells.
91 — 99	The equipment is functional but at -20.
100	The device seems to work fine; however, it is secretly burning itself out, and after 1D10 more uses the damage increases to *Extremely Severe*. It is useless until repaired.
101 — 109	Your device will function, but at 1/2 normal range until repaired.
110	Your equipment is fully operational, but the next time it must roll versus damage it is +0 (instead of the normal +50).
111 — 119	The device is fully functional but all operations are at -10.
120	A sharp slap and the item begins to function normally again. No damage except a couple of scratches.

MODIFIERS

Extremely Severe — -30	Moderate — +0
Very Severe — -20	Light — +10
Severe — -10	Routine — +20

STATIC ACTION CHART

BASIC MODIFICATIONS

Category	Condition	Speed & Strength	Hiding	Disarm Traps	Pick Locks	Perception	Maneuvers*	Misc.
Difficulty	Routine	NA	NA	+30	+30	+30	NA	+30
	Easy	NA	NA	+20	+20	+20	NA	+20
	Light	NA	NA	+10	+10	+10	NA	+10
	Medium	NA	NA	0	0	0	NA	0
	Hard	NA	NA	-10	-10	-10	NA	-10
	Very Hard	NA	NA	-20	-20	-20	NA	-20
	Extremely Hard	NA	NA	-30	-30	-30	NA	-30
	Sheer Folly	NA	NA	-50	-50	-50	NA	-50
	Absurd	NA	NA	-70	-70	-70	NA	-70
Lighting[1]	No Shadows	NA	-30	+20	+10	+20	+10	+10
	Light Shadows	NA	-20	+10	+5	+10	+5	+5
	Medium Shadows	NA	0	0	0	0	0	0
	Heavy Shadows	NA	+10	-10	-5	-10	-5	-5
	Dark	NA	+30	-30	-10	-30	-20	-20
	Pitch Black	NA	+40	-40	-20	-50	-40	-30
Shock & Pain	25-50% Hits Taken	-10	NA	-5	-5	-5	-10	-10
	51-75% Hits Taken	-20	NA	-10	-10	-10	-20	-20
	76%-up Hits Taken	-30	NA	-20	-20	-20	-30	-30
Bleeding	For each Hit/Rnd taking	-10	NA	-5	-5	-5	-10	-10
Serious Wound	For each limb out	-10	NA	-5[2]	-5[2]	-5	-10[2]	-10[2]
	Stunned	-30	NA	-50	-50	-30	-50	-50
	Down	-50	NA	-70	-70	-50	-70	-70
Combat Situation	In melee	-20	NA	-50	-50	-20	-30[3]	-30
	Under missile fire	-10	NA	-20	-20	-10	-10	-10

SPECIAL MODIFICATIONS:

			Maneuvers*	Misc.
Speed & Strength	For each consecutive round of preparation using 100% activity.		–	+10
Hiding	Quality of hiding place:	Bad	–	-20
		Fair	–	0
		Good	–	+10
		Very Good	–	+30
		Excellent	–	+50
	Presence of Hider in the area is known to searchers.		–	-30
Disarming Traps & Picking Locks	A perception roll is successfully made by the disarmer/picker.		–	+20
	For each time the trap/lock has been tried without success.		–	-30
	Disarmer/picker has disarmed/picked this trap/lock before		–	+50
	Disarmer/picker has disarmed/picked this type of trap/lock before.		–	+30
	Disarmer/picker has the construction of the mechanism described to him.		–	+20
Perception	Player mentions the appropriate thing being perceived. (e.g. the player says he is actively looking for an ambush or trap)		–	+30
	The character making the perception roll has encountered the situation being perceived before (this specific character, not the player of the character).		–	+20
Maneuvers*	Encumbered[4]	Light (one weapon and belt equipment)	–	0
		Medium (weapons/armor and belt equipment)	–	-10
		Heavy (weapons/armor and normal pack)	–	-20
		Very Heavy (all personal equipment and 50-100 lb.)	–	-30
		Burdened (all personal equipment and over 100 lb.)	–	-50

* Modifications to maneuvers are applied to a roll on the Personal Maneuver Chart

[1] These lighting conditions are for normal human eyesight, creatures that can see in the dark should ignore the dark and pitch black modifications and half the shadow modifications.

[2] If the limb that is out of action is normally required to perform the action, the GM should increase the difficulty of the action and drastically increase these modifications.

[3] In certain situations the maneuverer may withdraw from melee without his opponent(s) being able to attack him if he completes a successful maneuver.

[4] These encumbrances are approximations, absence of one of the weight categories would drop the encumbrance condition one level (e.g. a character with a normal pack, no armor and one weapon would be medium, not heavy).

Note: A category is all conditions between a set of lines. Only one condition from a category can have its modification applied to an action (e.g. a character attempting to pick a lock may have taken 77% of his hits, only the -20 modification is applied and not the other two).

PERSONAL MANEUVER CHART

Roll	Routine	Easy	Light	Medium	Hard	Very Hard	Extremely Hard	Sheer Folly	Absurd
276+	Incredible move. You feel great. Subtract 3 from your current hit total.	Brilliant. Move inspires all. Your allies are at +10% from your current hit total.	Move inspires your allies. Add 20 to friendly rolls for 3 rounds.	Move inspires your allies. Add 25 to friendly rolls for 3 rounds.	Move inspires your allies. Add 30 to friendly rolls for 3 rounds.	Move inspires your allies. Add 30 to friendly rolls for 4 rounds.	Move inspires your allies. Add 30 to friendly rolls for 6 rounds.	Move stuns all foes within 30 feet. You still have half the round to act.	Move stuns all foes within 50 feet.
226 – 275	Incredible move. You feel great. Subtract 3 from your current hit total.	150	Move inspires your all. You are unstunned. Your allies are at +10% for 2 rounds.	Move inspires your allies. Add 20 to friendly rolls for 2 rounds.	Move inspires your allies. Add 25 to friendly rolls for 3 rounds.	Move inspires your allies. Add 30 to friendly rolls for 3 rounds.	You have half the round to act.	100	100
186 – 225	150	150	Great move. You feel better. Subtract 4 hits from current total.	Move inspires your all. You are unstunned. Your allies are at +10% for 2 rounds.	Move inspires your allies. Add 20 to friendly rolls for 3 rounds.	Move inspires your allies. Add 30 to friendly rolls for 2 rounds.	120	100	90
166 – 185	140	140	130	Super move. You feel great. Subtract 4 hits from your current total.	Excellent move. You are unstunned. Add 10 to rolls for 2 rounds.	120	110	90	80
156 – 165	140	130	120	120	120	110	100	80	70
146 – 155	130	130	120	120	110	100	100	70	60
136 – 145	130	120	120	110	100	100	90	60	50
126 – 135	120	120	110	100	100	90	80	50	40
116 – 125	120	110	110	100	90	80	70	40	30
106 – 115	110	110	100	90	80	70	60	30	20
96 – 105	110	100	100	80	70	60	50	25	10
86 – 95	100	100	100	70	60	50	40	20	5
76 – 85	100	100	90	60	50	40	30	10	Fail to act.
66 – 75	100	100	90	50	40	30	20	5	Freeze 2 rounds.
56 – 65	100	90	80	40	30	20	10	Fail to act.	Fall down. +7 Hits. You take 3 hits per round. You are out for 2 rounds.
41 – 55	100	80	70	30	20	10	5	Fall down. +5 Hits. You are out for 3 rounds.	Fall. Sprain ankle and tear ligament. You are at -30%, +15 Hits.
21 – 40	90	70	60	20	10	5	Fail to act.	Fall down. +7 Hits. You take 3 hits per round. You are out for 2 rounds.	Fall. Knock yourself out. You are out for 30 rounds. +10 Hits.
01 – 20	80	60	50	10	5	Fail to act.	Fall down. +5 Hits. You pull a leg muscle. You are at -25%. You are out for 2 rounds.	Fall. +15 Hits. Break arm. You are out for 6 rounds.	Fall. Knock yourself out. Not very smooth. -75%. You break your leg. You are out for 6 rounds.
(-25) – 0	70	50	30	5	Fail to act.	Fall down. +5 Hits. You are out of action for 3 rounds.	Fall. Sprain ankle and tear muscle. You are at -30%. Not very smooth. +5 Hits.	Fall. +20 Hits. You break your wrist. You are out for 2 rounds. Not very smooth.	Fall. +10 Hits. You break your leg. You are at -75%. You are out for 6 rounds.
(-50) – (-26)	70	50	30	10	Fail to act.	Fall. Sprain ankle and tear ligament. You are at -30%, +5 Hits. You are out for 3 rounds.	Fall. +10 Hits. Knock yourself out. You lose. You are out for 18 rounds.	Fall. +12 Hits. Break arm. You are out for 6 rounds.	Fall. You are out 18 rounds. You break both arms. +25 Hits.
(-100) – (-51)	30	10	Fail to act.	Fall down. Lose 2 rounds.	Fall. Sprain ankle. You are at -25%, +5 Hits.	Fall. +20 Hits. Break your wrist. You are at -25%. Not very smooth. +5 Hits.	Fall. +12 Hits. Break arm. You are out for 6 rounds.	Fall. +30 Hits. Shatter knee. You are at -80%. You are out 9 rounds.	Fall. Break back and legs. +25 Hits. Paralysis of lower body.
(-150) – (-101)	10	Fail to act.	Fall down. +2 Hits. You are out for 2 rounds.	Fall down. Sprain ankle. You are at -25%, +6 Hits.	Fall down. Sprain ankle, stunned 3 rounds. +10 Hits.	Fall. Break leg. +15 Hits. You are out for 6 rounds.	Fall. +30 Hits. Break arm. You are out 6 rounds. Shatter knee. You are at -80%.	Fall. Break both arms and neck. +30 rounds. You are out 6 rounds. Shatter knee. You are at -80%.	Fall. You smash your backbone and are in a coma for 1 year.
(-200) – (-151)	Fail to act.	Fall down. Lose 2 rounds.	Fall down. +3 Hits. You are out for 4 rounds.	Fall. Break wrist. +10 Hits. You are out for 6 rounds.	Fall. Break leg. +15 Hits. You are out for 9 rounds.	Fall. Break arms. +20 Hits. You are out for 18 rounds.	Fall. Break both legs. +25 Hits. Paralysis of lower body.	Fall. You smash your backbone and are in a coma for 1 year.	Fall paralyzes you from neck down.
-201	Fall down. +2 Hits. You are out for 3 rounds.	Fall. Knock self out. You are out for 12 rounds. +9 Hits.	Fall. Break leg. +10 Hits. You are out for 9 rounds.	Fall. +15 Hits. Break arm. You are out for 18 rounds.	Fall. Break both arms. +20 Hits. You are out for 60 rounds. Arms useless.	Fall. Break both arms. +30 Hits. Arms useless.	Fall sends you into a coma for 3 years. +30 Hits. Broken spine.	Fall breaks neck. You die in 3 rounds.	Fall crushes skull.

79

ALTERNATE PERSONAL MANEUVER CHART

	PICKING LOCKS AND DISARMING TRAPS:	USING HEALING EQUIPMENT:	PERCEPTION AND SENSOR/SCANNING:	INFLUENCE AND INTERACTION:	GENERAL
-26 down	BLUNDER: If picking a lock, you have broken your lock-pick equipment (if mechanical lock, the pick is stuck in the lock, rendering it unopenable until removed – this requires another roll to pick the lock by someone other than you). Any traps connected to it are set off. If disarming a trap/alarm, it is activated.	BLUNDER: You not only fail to heal your patient, you actually do damage: 75% chance you damage your equipment (make a roll of the equipment damage table), 25% you give your patient additional wounds such as you were trying to heal. If the latter, you are guilt-ridden and cannot practice medicine for 1-100 days.	BLUNDER: You not only fail to get any valid information but you pick up invalid information due to a misconception or improperly sensed details. You may never try again on the same topic in the same area. If Scanning, 10% chance you dropped the equipment or jammed the console.	BLUNDER: Your blatant attempt at coercion alienates your audience. They are influenced to do the opposite of what you were attempting to get them to do. Until a major change in circumstances occurs, any attempts by you to influence them will fail.	BLUNDER: You fail spectacularly. If possible, your static action has the opposite effect from what you intended.
-25 – 04	ABSOLUTE FAILURE: You have developed a mental block on this lock/trap and will auto-matically fail on any further attempts to pick/disarm it. If disarming a trap (or picking a lock with an attached trap), there is a 50% chance that the trap will be activated.	ABSOLUTE FAILURE: Confusion causes a mental lapse. The nature of the wound confounds you and you spend one minute (6 rounds) staring blankly before you can try again – and then you must do so at -30.	ABSOLUTE FAILURE: Confusion causes a mental lapse. This perception roll and any perception rolls made during the next 10 min (60 rounds) will result in failure (see 05–75 below).	ABSOLUTE FAILURE: Your audience rejects you, causing you to lose confidence and your air of authority. Any influence attempts during the next hour (360 rounds) will result in failure (see 05–75 below).	ABSOLUTE FAILURE: Utter incompetence causes a mental lapse. Any static actions attempted during the next 10 min (60 rounds) will result in failure (see 05-75 below).
05–75	FAILURE: Currently you have no further ideas on how to pick/disarm this lock/trap. After 24 hours you may make a perception roll and if it succeeds you may make another attempt to pick/disarm the lock/trap.	FAILURE: You (for whatever reason) decide that the wound you were going to heal is not the one to start on; heal someone else or another wound before trying this one again. If no others, see ABSOLUTE FAILURE.	FAILURE: You gain no information, but you think that you have learned everything available. You may not try again on the same topic in the same area for one hour.	FAILURE: You have failed. Your audience will not be receptive to any of your attempts at influence for at least 1 day.	FAILURE: You have failed. You may not try the same static action in the same place for 1 day.
76–90	PARTIAL SUCCESS: You have figured out part of the lock/trap and have an intuitive feel for the rest. However, further effort at this time will be counterproductive. Do something else for 10 minutes and then you can try again.	PARTIAL SUCCESS: You manage to heal the wound, but it takes twice the time and there will be unattractive scarring (or if bone or cartilage, the set is not quite straight; there may be a limp or other malformation). Beware of malpractice suits.	PARTIAL SUCCESS: You gain some of the information on the topic that required the perception roll, but you are not aware that you missed something. You may not try again on the same topic in the same area for 1 hour.	PARTIAL SUCCESS: Your audience is still listening. You can continue to try to influence them.	PARTIAL SUCCESS: If partial success is possible, you accomplish 20% of your static action. You may not try the same static action in the same place for 1 hour.
91–110	NEAR SUCCESS: You almost had it. If you spent two rounds thinking about your attempt (no other activity), you may try again with an extra +5 bonus.	NEAR SUCCESS: You heal the wound and in the regular amount of time, but there is some light scarring, and full recovery will take 50% longer than usual. Oh, well.	NEAR SUCCESS: You gain some of the information on the topic that required the perception roll, and you are aware that you missed something. You may try again after 3 rounds of contemplation.	NEAR SUCCESS: Keep talking, your audience is becoming more friendly. Modify your next roll be +20.	NEAR SUCCESS: If partial success is possible, you accomplish half of your static action. You may try again after 3 rounds of contemplation.
111–175	SUCCESS: The lock/trap is picked/disarmed; +50 on any future attempts to pick/disarm this lock/trap.	SUCCESS: You perform your duty with uninspired efficiency; all goes as it should and the wound is scarlessly repaired.	SUCCESS: You gain all of the information on the topic that required the perception roll.	SUCCESS: You have influenced your audience.	SUCCESS: Your static action is successful.
176 up	ABSOLUTE SUCCESS: In the future you may automatically pick/disarm (takes one round) this lock/trap or any identical lock/trap. 10 attempts on similar locks/traps in the future.	ABSOLUTE SUCCESS: You are a medical marvel (at least this time). The wound is beautifully repaired in and half the normally required time. You get a +20 on all healing rolls for 10 minutes (60 rounds).	ABSOLUTE SUCCESS: You are aware of everything in the area that you are examining. This includes information on topics other than the one requiring the perception roll. You get a +20 on all perception rolls for 10 minutes (60 rounds).	ABSOLUTE SUCCESS: Not only did you influence your audience, but you receive a +50 bonus on influencing them until you do something to cause them to lose confidence in you.	ABSOLUTE SUCCESS: Your static action is successful and you get a +20 bonus to further static actions for the next 10 minutes (60 rounds).
	MODIFICATIONS: Difficulty – +30–Routine +0–Medium -30–Extremely Hard +20–Easy -10–Hard -50–Sheer Folly +10–Light -20–Very Hard -70–Absurd + Skill bonus for Crime Technics OR Picking Locks OR Disarming Trap.	MODIFICATIONS: +20 if using Infirmary equipment (with associated backup facilities). -30 if no Medical Scanner Diagnosis first. -30 if in a combat situation. Routine (+30), Easy (+20), Light (+10), Medium (0), Hard (-10), Very Hard (-20), Extremely Hard (-30), Sheer Folly (-50), Absurd (-70).	MODIFICATIONS: Difficulty– +30–Routine +0–Medium -30–Extremely Hard +20–Easy -10–Hard -50–Sheer Folly +10–Light -20–Very Hard -70–Absurd +20 if the player states that his character is spending time looking for specific information. The number of rounds spent affects the difficulty. +50 if Tactical Scanner. +Skill bonus for Perception OR Scanner OR Sensors.	MODIFICATIONS: Difficulty– +30–Routine +0–Medium -30–Extremely Hard +20–Easy -10–Hard -50–Sheer Folly +10–Light -20–Very Hard -70–Absurd +50–Audience is personally loyal or devoted to the character. +20–Audience is under hire to the character. + Skill bonus for Influence and Interaction NOTE: Difficulty and other modifications are based upon what the character is trying to get the audience to do.	MODIFICATIONS: Difficulty– +30–Routine +0–Medium -30–Extremely Hard +20–Easy -10–Hard -50–Sheer Folly

VEHICULAR MANEUVERS

All driving, steering or other maneuvering control of any vehicle, whether it be a bicycle, gravscooter, hovercar, hydrofoil, airplane or starship, is done using the *Vehicular Maneuver and Astrogation Chart* (pp 84-85). A few assumptions are made in this section regarding *skills*. The skills of *AFV Driver* and *Combat Pilot* refer to combat skills specifically relating to piloting under enemy fire and in tense situations.

22.1
USING THE CHART

For piloting, choose the column which most accurately reflects the vehicle being operated. If Astrogation, choose either N-Space (any orbital, in-system or intersystem sub-light plot) or Hyperspace (any faster-than-light course plot, to be used only outside of a system).

Next, the GM must determine the severity of difficulty of a chosen maneuver/course plot, and all other pertinent factors. A roll is made and the result cross-indexed. Most of the text results are fairly self-explanatory, although some GM extrapolation may be necessary. If only a number (%) is given, it must be interpreted in direct reference to a maneuver. Normally, one roll is made per hour in any type of vehicular — including air and space ship — transportation, with appropriate modifications. (Any special maneuvers require an additional maneuver roll.) No in-flight hyperspace rolls are made once the shunt is achieved.

When rolling the hourly/daily movement roll, a result of 100% means that the craft has travelled the exact distance it should according to the chosen speed by the PC. A lesser or greater percentage indicates the percentage of the supposed distance actually travelled at that velocity (within reason). The possible game-terms reasons for the fluctuations are myriad: head/tail-winds, other weather, traffic, poor road conditions, etc.

When a special maneuver roll is called for and the result is a percentage, it usually indicates the percentage of the maneuver which has been completed in the given time-span (usually one ten-second round). More than 100% indicates that the move has been done in less than ten seconds (200% means it took 5 seconds, for instance). If less than 100% is achieved, another roll is required, and with it the additional time is consumed. Note that Hyperspace piloting, and all Astrogation maneuvers require an average of one turn (6 rounds) — though there are exceptions, especially in Astrogation.

22.11 GENERAL MODIFICATIONS

Difficulty:

Routine	(+30)
Easy	(+20)
Light	(+10)
Medium	(+0)
Hard	(-10)
Very hard	(-20)
Extremely Hard	(-30)
Sheer Folly	(-50)
Absurd	(-70)
Insane	(-100)

Driver/Pilot/Astrogator Condition:

25-50% of Hits taken	-10
51-75% of Hits taken	-20
76-up Hits taken	-30
For each Hit/rnd bleeding	-5
Each limb out	-10
(or more, depending)	
Stunned	-50
Drunk/drugged	-10 to -50

Vehicle Damage:

Vehicle damage, other than concussion hits, is usually directly indicated by malfunctions. Any vehicle over 'max hits' is inoperative and helpless (ships are dead in the water, planes fall from the sky). In the case of starships, when a spacecraft goes over max hits the structural integrity of the hull and frame is lost. No specific additional damage is done, but if the ship attempts to maneuver, enter Hyperspace, enter a planetary atmosphere, or, additionally, land within a gravity field, it must roll on the *Damaged* column of the *Vehicular Maneuver Chart*. Any Piloting bonus will be a modifier, of course. After a roll is made on the *Damaged* column, the actual maneuver roll may be made, with any applicable modifications. Any additional damage indicated from the *Damaged* column roll is immediately applied. At 2x max hits any vehicle is irreparably destroyed.

Random Malfunctions, as designated in the *Random Malfunction Chart* (in the **Tech Book**), are rolled as follows: first, roll 1D10 to determine severity (if severity not indicated in the actual maneuver/critical). 1-5: Routine, 6: Light, 7: Moderate, 8: Severe, 9: Very Severe, 10: Extremely Severe. Second, roll on *Random Malfunction Table*, re-rolling if the result is inapplicable. If a malfunction severity is already designated on this table, ignore the first step here.
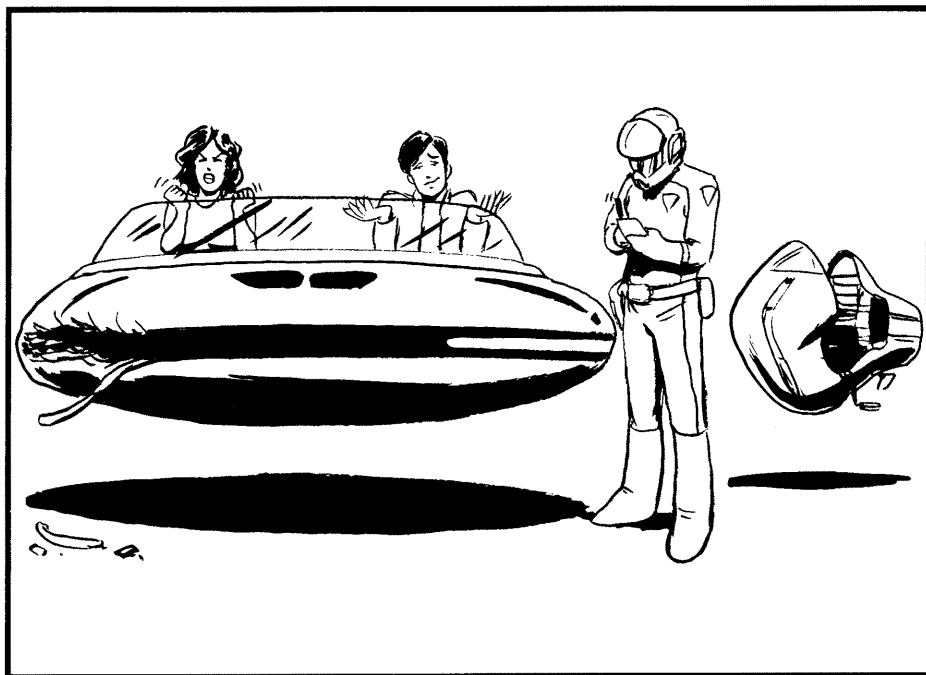
22.12 DRIVING/MARINE PILOT MODIFIERS

General Modifiers are included plus those listed below:

Precipitation:

Raining ....-10
Sleet/snow/hail ....-20
(more if heavy)

Visibility:

Each 50m < 1 km (fog/etc) ....-5

Night:

If vehicle has lights ....-10
If not...-50

Combat:

Vehicle under fire: ....-25
(assuming driver does not have AFV Driver skill. If he does have that skill, it should be used instead of the regular driving/piloting skill).

Land Only:

Surface wet ....-10
Surface Snowy ....-30
(-10 more for every 10cm up to 1m)
Surface Icy ....-50

Marine Only:

Each Meter of Wave height ....-10
Each 5 kph of wind ....-5

Speed:

Naturally this is a very important factor (making a hairpin turn at 120 kph is more dangerous than traveling in a straight line at 10 kph). Where a speed limit is posted, very generally, -1 for every 2 km over the limit is applicable. Since the 'safe' max speed will vary so much depending on the vehicle used and the maneuver though, the GM should assign danger factors based on the situation and vehicle, extrapolating from these examples:

Example: Sanvoc is driving his late-model sportscar on an average plasphalt highway. The car is a typical inflated-tire vehicle, max speed 250 kph. Sanvoc is being pursued by Hysterical Hostiles in a low-flying gravitic craft, who are firing at him. It is night (Sanvoc has no special vision — the car of course has headlights), and raining. The safe posted speed limit is 160 kph.

*Sanvoc has 10 skill ranks in driving a car and an Ag/Qu stat bonus of +15, so starts with a +65. Due to the superior handling qualities of the car, the GM grants Sanvoc an additional +20. Total bonuses: +85. However, rain subtracts 10, night 10, and wet road 10. He is also under fire and has no **AFV Driver** skill*

ranks, so -25. Total subtractions: -55. Sanvoc's general net add is 30. Driving along a straight highway (all else aside) at the speed limit is **Routine,** adding another 30, so making the maneuver of regular driving under these conditions will be at +70. Checking the Driving/ Marine Pilot column of the Pilot/Astrogation Table, we see that Sanvoc needs to roll above a -14 (70 + [-14] = 56) to be completely (if unimpressively) successful.

Sanvoc, however, fears that regular cruising is not evasive enough to elude his pursuers. He accelerates to 220 kph. (60 over the limit) reducing his bonus by 30, so it is now 40. Sanvoc's adversaries are still closing, and their shots nearer, so he decides to attempt a daring maneuver: turn off his headlights, then slam on the brakes, spinning the car around 180 degrees, hoping to lose them as he heads the opposite way. No lights reduces his bonus by 40, and the GM determines his spin maneuver to be ***Extremely Hard*** *(ignoring all the environmental factors, which are already incorporated!) which is 60 worse than Routine. Sanvoc is at -60. He needs to roll an unmodified 116 or higher to be completely successful. Less than complete success (a percentage, rather than an unpleasant specific failure) may mean he only spun partially, or something similar. However, this will increase the total duration of the maneuver (he needs to roll again to complete the remainder) giving his attackers a chance to figure out what is going on.*

22.13 ATMOSPHERIC AND IN-ATMOSPHERE ORBITAL MANEUVER MODS

Winds:

-5 for every 10 kph, including gusts.

Visibility:

Every km < 10 kilometers ....-10
Night (unless special vision) ....-20

Precipitation:

Raining ....-10
Sleet/hail..-20
Snow ....-30

Landing:

Area not paved ....-30
Are not marked ....-30
Pilot landed here before ....+20
Landing at night without lights: ....-40

Combat:

Vehicle under fire ....-25
(Pilot does not have Combat Pilot Skill)

22.14 N-SPACE PILOTING MANEUVER MODS

Any of the general Pilot Condition Factors listed above, in addition to the factors below:

Ship Under Fire:

Pilot does not possess
Combat Pilot Skill ....- 25

Autopilot:

Program Running ....+50
Not useable in a combat or special maneuver situation; assumes Astrogation plot laid in.

Physical hazards:

Variable, depending on situation. Piloting through a dense asteroid field would be a series of *Sheer Folly* or *Absurd* maneuvers.

No Course Plotted:

'Flying by the seat of your pants' .....-50
Note that this penalty is only applicable for complex or involved courses, such as astrogating across a star system. Also, Astrogation is inapplicable for combat; in that case the Combat Pilot skill is employed (if the pilot has no Combat Pilot skill and finds himself in combat, he is at -25 (the usual penalty when no skill ranks have been made in an area)

Example: Jym-bob, aboard the ***Flying Merino*** *and trying to evade officers of the Law after a misunderstanding, enters an asteroid field, hoping they are too cowardly (or reasonable) to follow. Since a course as variable and complex as this is not plot-able by any known astrogation methods (GM decision), Jym-bob must fly by the seat of his pants (-50). It is also Sheer Folly (-70); and he is under fire and does not have* ***Combat Pilot*** *skill (-25). Jym-bob is now at -145. He has a total Piloting bonus of 90, and so is at -55. The GM takes into account the width of the asteroid field and how fast Jym-bob is going, and figures how many turns it will require to get through. Jym-bob must roll every turn. For each roll of 100%, he has successfully navigated the field for the given distance. For a roll of greater than 100%, the GM adds the extra as bonus distance travelled. For a roll of below 100%, the GM decides that not only is the distance less than 100%, but for every 20% less than 100, the ship is struck by an asteroid (The GM should determine hits and if a Random Malfunction is appropriate; he may wish to refer*

to the Vehicular Encounters resolution rules, Section 23.0). So, if Jym-bob rolls a 36, he subtracts 55 and gets -19. The Table indicates no movement. The **Flying Merino** is hit by five asteroids and gets nowhere. Hope your deflectors are up, Jym-bob.

As can be seen from the example, there are many game possibilities, and the GM must extrapolate from the table data given. One additional note regarding the example above: If Jym-bob had an EW rating, it would not be useful as a DB against asteroids (they're hard to fool).

22.15 HYPERSPACE PILOTING MODS

Any of the general Pilot Condition Factors listed above, in addition to the factors below:

Attempting to Enter Hyperspace while in a Gravity Well will subtract from the Pilot Maneuver Roll. A Gravity Well is defined as being within 500 x the diameter of any sizeable celestial body, such as a planet or star. In the Sol system, for example, outside Sol's gravity well is just inside the orbit of Jupiter. For every 20 diameters within the Well, roll one Random Malfunction on the ship due to structural strain, e.g., attempting to hypershunt only 420 diameters away would cause 4 Random Malfunctions. Thus, a ship attempting to shunt while 100 diameters away from a sun would suffer 20 Random Malfunctions. If any of the malfunctions indicate Translight Drive shutdown, the ship fails to shunt entirely (but still suffers the damage).

Piloting Maneuvers — using a **Hyper-Jump** program — to enter/exit hyperspace (under no pressure) are *Medium (+0)*, and a percentage value means the percent of the way through Hyperspace shunt preparation the pilot is. Attempting Hyper-jump under the same circumstances without a program is *Very Hard (-20)*. On the average it requires one turn (6 rounds) to time of shunt. The actual Hyperspace shunt does not occur until you achieve 100% cumulative results.

If the pilot rolls less than 100% in his attempt to to drop out of hyper, each turn of delay from the correct time (as calcu-lated by the Astrogator) displaces the ship a massive (in sublight terms) distance, usually the equivalent of hundreds of days travel at full sublight velocity — more or less, depending on individual ship engine ratios. Naturally, the only *reasonable* thing to do is have the Astrogator plot a new (very short) Hyperspace course to get the ship closer. This will require all the normal calculations and rolls.

22.16 ASTROGATION MODS

The base speed to plot an N-Space or Hyperspace course is one minute (one turn or six rounds). This time applies to course plotting difficulty up to *Medium*. *Hard* to *Extremely Hard* courses have a base time requirement of one hour, and *Sheer Folly* and *Absurd* course plots have a base of one day.

The course is plotted and ready to implement when a total of 100% is achieved, no matter how many rolls (assuming one roll equalling one minute) it takes. Astrogation is only rolled at the beginning of each plotted journey. Astrogation is assumed to be *Medium (+0)*, unless the appropriate preset course tape is used, when it is *Routine (+30)*, or if star charts are available, in which case it is *Easy (+20)*. If no Astrogation computer program is available, Astrogation becomes *Absurd (-70)*. Also, any journey under 10 LY is unmodified, but for every 1 LY more than 10 attempted in one jump, increase the complexity of the course plot by subtracting 5 from the roll.

An N-space course must be plotted every time a 'significant' interplanetary space is traversed (leaving planetary orbit and the solar system is 'significant'; changing ship orbit attitude is not) to prevent a severe *(Sheer Folly, -50)* detriment to pilot maneuver. Combat maneuvering does *not* require Astrogation, as it is done in relation only to adversary ships and does not relate to long-range courses or large, gravity-exerting bodies.

A Hyperspace course must be plotted for every Translight shunt. As mentioned above, any Hyperspace plot made to exit/enter within a system or attempting to initiate Hyperspace piloting within a solar system/star gravity well is very dangerous. Attempting to Hyperspace shunt without a course is not only *Insane*, it is probably doomed to failure. If this somehow occurs, roll percentile dice. The number is how many light-years are traversed before the ship can return to N-Space.

Note: some very bad Astrogation rolls result in a course plotted in the usual time (usually 6 rounds, as indicated by the 100% in parenthesis at the beginning of the text) but something very wrong occurs along the route. Players theoreti-cally are unaware of the problem until it is upon them.

22.2 THE VEHICULAR MANEUVER/ASTROGATION CHART

	Driving/Marine Pilot	Orbital/Atmospheric Pilot	N-Space Pilot	Hyperspace Pilot	N-Space Astrogation	Hyperspace Astrogation	Damaged
-201	Total disaster. You flip your vehicle (direction and severity of impact dependent on vehicle and situation). Most likely it is badly damaged as you might well be: Vehicle should roll on the Small vehicle Critical Hit table, severity determined by GM.	Unbelievably inept attempt at controlling the ship effectively deactivates its propulsion system and computer safety overrides. Only a 100% successful Absurd maneuver by somebody on board can save you from a fiery death as the craft plummets to earth. Roll 1-4 (GM discretion) "E" Blast (or other appropriate vehicle crit, dependant on craft size) Criticals on the ship when it hits. Sorry.	Incredibly moronic maneuver. You try to engage the course plot before it is laid in and the entire Astrogation system shorts out. Very Severe damage, and the ship hurtles in a random direction at full sublight acceleration until the Astrogation console is repaired or overridden. Random hypershunt, here you come!	In a move of unparalleled, panicked stupidity, you believe that the hyperspace engine(s) are about to overload, and jettison them from the ship. (If they are not the jettisonable type, you dump the translight fuel.) Roll for % of way into journey you do this. It's a long road home at sublight...	Absolutely unbelievable. You short-circuit the Astrogation console, and in the process erase every astrogation program, star map, and pre-set course in the database. All astrogation is Absurd until the console is repaired, and Very Hard after that due to lack of computer aid. Have a nice orbit decay.	(100%) Say your prayers. Your course sends the ship right through a solar system. Only if the pilot rolls a total of above 200 does he/she/it notice the glaring error before entering Hyperspace. If not, roll % of the way through the journey you hit the system, at which point the ship takes 2-20 random Pierce Critical hits from debris before the computer drops you out of Hyper.	And you thought it couldn't get worse. Several key structural members buckle; the ship takes half-again max hits as 10 random Extremely Severe malfunctions occur. All drive controls short out; nearly every compartment is leaking air. Your ship is dead in space; don't even bother to try the maneuver.
(-200) — (-151)	You lose control of your vehicle and it veers wildly. If anything is within 50m (in a direction reasonable considering current craft motion) you hit it before you can recover. You are stunned 3 rounds (if not dead sooner).	Your clumsy fingers **Severely** Damage the main Pilot console (it is useless until repaired). 50% chance the ship continues in the maneuver it was previously in; 50% it makes a totally random maneuver.	In an unclever move, you override the safety systems and engage the wrong drive. Roll a new maneuver on the Hyperspace column, using of course the Insane modification if you are in-system. (If the ship is not equipped with Hyperdrive, you simply tried to abusively accelerate the Sublight Drive, delivering **Severe** damage to it and two random malfunctions).	Your mind in a haze, you misinterpret the Astrogation plot and shunt the ship off in a random direction. Roll an Absurd maneuver to drop safely out of hyperspace. For every 10 less than 100% success, the ship receives a 'Pierce' critical strike (random "A" to "E" severity, 20% chance of each) from space debris. Assuming you survive that, the Astrogator must roll an Absurd maneuver to navigate you out of wherever you are.	(100%) You think yourself very clever using a nearby gravity well to slingshot the ship and save energy. Too bad you miscalculated. 50% chance you go too low: Roll an "E" Blast critical on the ship as it hits planetary atmosphere, in addition to 3 random malfunctions due to stress; 50% chance you go too high, hurtling at high speed across the system. The Pilot must complete a Very Hard maneuver to stop the ship, and every round he is attempting to do so 1-2 random malfunctions occur due to structural strain.	The Astrogation console bypasses like a Christmas tree; obviously you have done something seriously wrong, and the computer confirms it: the control panel is Severely damaged, and the computer is Moderately so. There is a 25% chance you have destroyed the appropriate Astrogation program in the process.	A gut-wrenching metallic shriek accompanies your attempt to maneuver. Whatever maneuvering system you are attempting to use (thrusters, gravitics, N-Spacedrive; Translight drive) overloads and is Very Severely damaged and at - 90, as is the pilot console. No need to roll the actual maneuver.
(-150) — (-101)	Your badly executed attempt causes the vehicle to weave dangerously 1-10 meters to one side. Roll the details. Good luck.	Oops. You manhandle the controls and the craft lurches in a random direction (1000 meters if cruising; 50 meters if landing/takeoff) before you get a grip. Hopefully there was nothing in the way...	Your spastic piloting causes the ship to lurch erratically. Everyone on board and not strapped in takes an "A" Unbalancing critical. Those who are buckled in take 1-10 hits and must resist vs. nausea. One Routine random malfunction also occurs.	Clumsy execution. You miscalculate the Matter/Antimatter fuel mix and cause Very Severe damage to the Hyperspace drive engine(s). They are inoperative and you are red-faced.	(100%) In a drugger-like maneuver you plot a course in a bizarre direction, at the end of which (10 hours later, if no one makes a successful Very Hard Perception to notice your curious route) you are lost in space, despite any Astrogation aides. Complete a Hard maneuver just to figure out where you are.	(100%) You fail to notice a gravity-well along your chosen course.1-100% of the way along the trip, the ship passes through it, triggering 1-10 random malfunctions. If the Star Drive is functional, you continue on your way, but your course is altered by 10-100° in a random direction. Calculate your new destination. If you do drop out of Hy-per, you must plot a new course, Very hard, due to the uncertainty of your location.	Sparks fly on the bridge as the already strained control systems give up. Pilot and Astrogation controls are Extremely Severely damaged and useless; Computer Pilot and Astrogation programs burned out (irretrievable). In addition, 2 Random Severe malfunctions occur. No progress on your attempted maneuver.
(-100) — (-51)	Cruel abuse of the machine causes Moderate damage to the appropriate system (brakes, steering, tires, hydrofoils, etc.) Move is 50% successful, and system is at -50 until repaired.	Insensitive handling of the ship triggers 1-4 Routine malfunctions. Roll on appropriate table.	Really weak execution. Sloppy drive engagement overloads the cooling systems. Moderate damage to Sublight Drive (speed cut in half until repaired).	A poorly orchestrated adjustment to the course causes 5 random malfunctions due to stress on the ship before the computer overrides you and drops the ship out of Hyperspace. Navigator must re-plot a course (Medium maneuver) and you must re-roll to resume your journey.	(100%) In a slovenly attempt to cut corners, you plot a course through a planetary ring/asteroid field. Roll 1-5 "B" Pierce criticals against the ship before the pilot can roll (a Hard maneuver) to get you out. For every round before he is 100% successful, roll another "B" Pierce crit.	(100%) You miscalculate. Fortunately, there is nothing dangerous in the way, nevertheless, you end up at a spot exactly 10 (random direction) off-course from your intended destination. Plot a new course (Very Hard).	The ship takes a "C" blast critical from strain, and 3 random Severe malfunctions occur. Attempt to complete your maneuver now at -100.
(-50) — (-26)	Panicked confusion on your part causes you to decelerate to half speed (unless that was the intended move, in which you accelerate to half again faster).	Sloppy execution. If landing/takeoff, you have Moderately damaged the landing gear; if cruising, Routine damage to whatever mechanisms maneuver the craft through air/space (gravitics, attitude jets or aerilon surfaces). They are functional, but at -20 until repaired.	You fail to compensate for all gravity field effects: you achieve nothing and the course must be re-plotted at -20 due to your more complex position. Your next maneuver is two difficulty levels higher.	The computer rejects your attempt to enter/leave Hyperspace as dangerous. It requires 12 rounds (2 turns) to unlock the controls and try again. If attempting to leave, see notes regarding displacement problem.	You develop a splitting headache at just the idea of plotting an inter-planetary course. Retire to your cabin for at least an hour before trying again.	Apparently you read the star-map wrong: you spend 10 turns (60 rounds) carefully plotting the course only to discover that you have done it all wrong. Try again at -20 (you're discouraged) after the appropriate delay. Hope you're not in a big hurry.	The main reactor/energizer malfunctions under the strain (if it hasn't already); the problem is Severe. You can either shut it down now (aborting the maneuver attempt) or proceed with a -100 modifier. If you press on, it will function for 1 hour, then fail completely, Extremely Severely Damaged.
(-25) — 0	You have a lapse and fail to attempt the maneuver. instead continuing as you were.	You mind on other things, you fail to even attempt the maneuver. (0% movement)	You fail to take any action (0% movement)	For reasons unclear even to you, you decide not to attempt to enter/leave Hyper this turn. If attempting to leave, see notes for displacement.	You stare blankly at the luminous plotter screen, watching the pretty patterns while you accomplish nothing for 6 full rounds.	(100%) Well, you lay in the course and take only a minute to do it, but the plotted route takes twice the time it normally would. Unfortunately, nobody figures this out until far too late. Have a nice trip.	You are forced to override the control system overload safety features. Roll your desired maneuver at -50. If you are less than 100% successful, the system shorts out before you complete the maneuver: control system and console are Very Severely damaged. You take a "B" electrocution critical.

84

Range							
01 — 10	10% Slowly but surely.	10%	10% Snails move faster.	10% A slow start.	10% So Rome wasn't built in a day.	10% You'll get it done eventually.	Amidst 5 random malfunctions you may attempt your maneuver at -70.
11 — 20	30%	30%	30%	30%	30%	30%	The ship shudders ominously, and suffers 2 Moderate random malfunctions. Your maneuver is at -50.
21 — 30	50%	50%	50%	50%	50%	50% It might go quicker if you didn't spend so much time playing "Space Commander" with the console.	Structural strain causes hull breaches in one random crew cabin, as well as one gun mount and the sublight engine room. Bulkhead portals seal; if in space, implement appropriate Vacuum crits to affected personnel. Roll your maneuver at -50.
31 — 45	70%	70%	70%	70%	70%	70%	The ship fights back. The manual bypassing necessary puts you at -70.
46 — 55	90%	90%	90%	90%	90%	90%	Hull breach in the cargo bay; 1 random Severe malfunction. Maneuver is at -40.
56 — 65	100% You succeed (barely).	100%	100% A complete, if uninspired, success.	100% No use rushing things.	100% No more, no less.	100%	The computer link to your console (if not already inoperative) is severed and you must act without it. Apply appropriate difficulty modifier.
66 — 85	100%	100%	100%	100%	100%	100%	The ship lurches; all not strapped in suffer a "B" Severity Unbalace critical as you attempt your maneuver at -50. +300 hits to the ship.
86 — 105	110% You have time to sigh with relief.	110%	110%	110%	110% Pilot gets 10% bonus on his first piloting roll.	110% Your skilled astrogation gives the pilot a +10 to his roll.	You push her to the brink. 3 random Moderate malfunctions (affected systems are at -50 until repaired); your roll is at -40. The ship takes 100 hits.
106 — 125	110%	110%	110%	110%	110% As 110% above.	110% The whole crew, impressed with your skill, adds 10 to their next roll.	Your engineer holds the ship together with a prayer and electro-paperclips. Make your roll at -30.
126 — 145	120%	120%	120%	120%	120% Give the pilot a 20 bonus.	120% Well done. The pilot gets to add 20 to his roll.	Make this maneuver with no modifiers, but whatever drive system employed is Severely damaged afterward.
146 — 165	120%	120%	120%	120%	120% Crewmembers add 20 to rolls for next 3 rounds.	120%	Your attempt is at -30; the ship suffers 50 hits.
166 — 185	130%	130%	130%	130%	130%	130%	The crippled craft only has one *Moderate* malfunction while you attempt this maneuver at -20.
186 — 200	150%	150%	150% Well done.	150% Apparently even the ship was inspired.	150% It takes you but two-thirds the normal time.	150% After but two-thirds the normal time the course is ready.	You attempt the maneuver at no subtraction, but the console gives you an "A" severity Electrocution critical just as you complete it (or fail utterly; whichever).
201 — 225	150% Great move. Add 10 to all crewmates' rolls for the next 3 rounds.	150% Skillfully executed. Your friends are impressed. You get to add 30 to your next related roll.	150% Your allies think you're running a clinic: all shipmates get to add 20 to all rolls for the next 3 rounds.	150% You urge every joule of energy possible from the ship. Add 20 to your next Hyperspace Pilot roll.	200% Only half the normal time and the course is plotted. The pilot gets a 30 bonus.	200% It takes you but half the regular time. Truly a whiz.	Grace under pressure: you actually recieve a +30 *bonus* to your maneuver; though the ship suffers 2 random *Light* maneuvers.
226 — 175	200% Artful maneuver displays your mastery of the vehicle. Add 20 to all friendly rolls for the next 4 rounds.	200% Superbly done. You have half the round left to act, and the adrenalin rush lets you do it with speed (one full round of activity).	200% You showed them! Any and all foes must subtract 50 from their rolls for the next 2 rounds as they gape at your artful moves. Miller time.	200% Add 50 to your next Hyperspace Pilot roll.	400% In a flash you lay in the correct course, requiring only a third the normal time.	300% With flying fingers and agile brain you lay in the course in only a third the normal time.	A swift kick to the console corrects one random malfunction. You may attempt the maneuver at no (additional) subtraction.
276+	200% Brilliant move. Your intuitive ability earns you a free 'hobby skill level' in piloting this type of vehicle. Your crewmates are inspired and add 30 to all rolls for the next 6 rounds.	200% Stunning move — literally: any non-friendly observers are stunned for 3 rounds.	200% Adrenalin (or whatever you're on) is a wonderful thing. You and your shipmates get to add 30 to all rolls for the next six rounds, and you have the second half of this one to act.	200% Zap! If just entering or leaving Hyperspace, any non-friendly observers are surprised and stunned for 3 rounds.	600% You barely need the computer's help: one sixth the usual time and it is done. The pilot may attempt to implement the course this turn if he is alert and willing to subtract 10 from his roll.	600% Almost too fast for the computer, you have the course ready in but one round. Your intuitive skill gives you a free 'hobby skill level' in Hyperspace Astrogation.	Truly amazing. You need not even roll the maneuver; it succeeds; and any random two *malfunctions* (not damage) are miraculously repaired.

23.0

VEHICULAR ENCOUNTERS

In Science Fiction Role Playing games the characters are often caught up in situations involving a variety of vehicles: cars, tanks, airplanes, jets, motor boats, star fighters, space ships, etc. This section discusses how to handle some of the most common encounters and actions involving vehicles in a *role playing* environment. This section presents a simple set of guidelines for resolving vehicular encounters and actions.

Many of the aspects of these situations are too complicated to be extensively covered in this role playing system. However they are completely presented in the other two parts of the completely compatible *Space Master* trilogy of games:

- *Star Strike*, a fast-pace game of interplanetary space combat (available in the Fall of 1988);
- *Armored Assault*, in which hovertanks, powered armor, and aircraft compete in a game of planetside vehicular combat (available in the Winter of 1988).

If a GM has these two games, he can use them instead of the simpler guidelines presented in this section. However, he may still want to use this section's methods for resolving simple encounters or encounters that he wants to handle quickly without the full-blown detail and complexity of *Star Strike* or *Armored Assault*.

23.1

TRAVELING AND NATURAL ENCOUNTERS

One of the most common actions involving vehicles is "traveling", that is, getting from point A to point B. This usually only involves a few simple "vehicular maneuvers" as detailed in Section 22.0.

Most normal "natural" encounters (e.g., rockslides, storms, whirlpools, meteor storms, etc.) can be handled by vehicular maneuvers. If such a maneuver is successful, the natural encounter can be avoided. For example, a car could be stopped before hitting a rockslide, a plane could ride out a storm or climb above it, a sailing ship could maneuver past a whirlpool, and a space ship could dodge within an asteroid field.

If a vehicular maneuver to avoid a natural encounter is unsuccessful (see Section 22.0 for an example), the result can be dramatic and final (e.g., a car hits a rockslide and falls over a cliff, a ship is sucked into a whirlpool, a space ship falls into a sun, etc.) **or** the result can be damage to the vehicle (e.g., a car hits a rockslide and destroys a tire, a ship is spun around by a whirlpool and hits some rocks, a space ship is hit by an asteroid, etc.). If the possible results include both an automatic result and vehicle damage, the severity of the maneuver roll failure will give a GM an idea of which occurs.

To determine damage, the GM should assign a Mark # between 6 and 50 to the natural "attack" and resolve the attack as indicated in Section 23.6; we present a few examples below:

Natural "Attack"	Mk #
Lightening Bolt	15
Boulder	6
Reef	20
Small Asteroid	30
Medium Asteroid	40
Large Asteroid	50

23.2

DETECTION AND DETECTION AVOIDANCE

Often in a role playing game the characters will be in a vehicle and will want to travel to a location without being detected by outside forces or observers. This is easily handled for the normal senses by using *perception* (i.e., they see, hear, or smell you or they don't). However, if the detection is electronic the process outlined in Section 21.0 is followed.

23.3

FLIGHT (RUNNING AWAY)

If a vehicle wants to flee from another vehicle (its easy if there is no pursuing vehicle), pursuit should be resolved as a series of vehicular maneuver rolls (see Section 22.0). The GM should keep track of:

- The distance separating the vehicles;
- The velocity of each vehicle;
- The direction in which each vehicle is heading.

In many cases this is all that needs to be done (e.g., one car chasing another along a highway). In other cases, it is a good idea to use a display system to represent the situation (e.g., a hex grid and counters, drawing the chase on paper, etc.).

ENDING THE CHASE

Most chases end when:

- One vehicle or the other is disabled (e.g., tires shot out, power supply disabled, etc.). See "Fighting" in the next section.
- A certain location is reached (e.g., a safe town, a friendly port, a point far enough from a star to enter hyperspace, etc.).
- The chased vehicle is stopped/captured (e.g., runs out of gas, grabbed by a tractor beam, halted by a road block, etc.).
- The vehicles can no longer detect one another
- The pursuer breaks off pursuit.
- The chased vehicle decides to fight, in which case, "a fight" occurs as described in Section 23.5.

FIGHTING DURING A CHASE

After each maneuver of a chase the GM should give each vehicle a chance to "attack" another vehicle that is within range. Use the chart below to determine the range and then refer to the Range Modifier Chart. To determine how to resolve an attack see Section 23.6.

Actual Distance to Target

Range	Atmosphere Min/Max	Space Min/Max
Point Blank	0/100m	0/1km
Short	100m/2km	1km/10km
Medium	2km/5km	10km/25km
Long	5km/15km	25km/35km
Extreme	15km/25km	35km/50km

23.4

FIGHTING

If two or more vehicles want to "fight", combat takes place within a framework of ten-second *rounds* and one-minute *turns*. Normally, each vehicle is allowed one maneuver and one attack roll per weapon per round. The GM should use the following Vehicular Combat Sequence:

1) Target Phase
2) Maneuver Phase
3) Maneuver Result Phase
4) Missile Firing Phase
5) Non-Missile Weapon Phase
6) Missile Attack Phase
7) Disengagement Phase

TARGET PHASE

Each combatant writes down his "target" vehicle **and** preferred engagement range (Point Blank, Short, Medium, Long, or Extreme). He must also write down how he will split his Combat Pilot or AFV Driver skill bonus between offense and defense (e.g., if his Combat Pilot/AFV Driver skill bonus is 45, he can allocate 35 to offense and 10 to defense, or 25/20, 10/35, etc.). In addition he must record how he will split his EW (see Section 21.5).

Grouping Vehicles: During this phase, all vehicles that are "friendly" and in communication must state any desired "grouping". If a combatant attacks a vehicle in a group all vehicles in the group may attack that combatant. All "group" vehicles must choose the same "engagement range" and the same "target", but each vehicle still makes its own Combat Maneuver Roll (CMN, see below) modified by an additional -25. The CMN for the group is the lowest of the individual vehicle CMNs.

Blind Spots: If the target ship has a "blind spot" (i.e., a direction from the ship in which its weapons can not fire), a combatant may write down "blind spot" in addition to a range. The combatant will receive a -30 modifier to his CMN, but if he has a higher CMN (by 25 or more) than his target he will be in his target's blind spot (i.e., the target will not be able to fire back at him).

MANEUVER PHASE

The written targets and ranges are revealed. Each combatant rolls on the Combat Maneuver Table and adds any applicable modifiers to obtain a Combat Maneuver Number (CMN).

MANEUVER RESULT PHASE

The range between each attacker and its "target" vehicle is determined by the higher CMN: highest CMN attacker first, second highest CMN next, etc.

• The attacker's written range is used if he has the higher CMN; or

• The target chooses Medium, Long, or Extreme range if his CMN is greater than or equal to the attacker's.

All attacks between the two combatants (attacker and target) are resolved at this range; including any return fire from the target (even if the target's own "target" vehicle is the attacker).

MISSILE FIRING PHASE

Each combatant with missiles must state their target(s) if any: lowest CMN first, next lowest second, etc. The missiles are fired in this phase, but the attacks are not resolved. See Attack Limitations in Section 23.61.

NON-MISSILE WEAPON PHASE

Each combatant states and resolves its non-missile weapon *attacks*: highest CMN first, next highest second, etc. See Attack Limitations in Section 23.61.

MISSILE ATTACK PHASE

Any missile jamming attempts are now made (see Section 21.5). The *attack* of each unjammed missile (fired in phase 4) is now resolved.

DISENGAGEMENT PHASE

Any vehicle at Extreme range may now begin to flee as outlined in Section 23.3 and leaves this fight with a distance between it and the other vehicles equal to "Extreme" range; other combatants may either chase **or** remain in the fight. If a vehicle can not move/maneuver (e.g., it is drifting with its engine's out, it is stopped, grabbed by a tractor beam, etc.), then an attacker that is at Point Blank range may attempt to "board" (GM discretion based upon the situation and abilities of the combatants).

23.5
ATTACK RESOLUTION

In order to resolve an attack, the attacker makes an *attack roll* (high open-ended) and adds his Offensive Bonus, subtracts the Defender's Defensive Bonus, and adds the Range Modifier; this result is the Net Attack Roll (NAR). The NAR is cross-indexed on the *Vehicular Attack Chart (pg 89)* to arrive at the result of the attack.

• If the 1-100 roll is 01-02, a weapon failure occurs and the attack resolution proceeds no further; resolve weapon failure as is done with hand weapons (see **Tech Book**).

• A weapon's net attack roll cannot exceed the designated threshold for the weapon's Mark #, instead the maximum allowed result is used.

• **Net Attack Roll** =
D100 [open-ended] + Range Modifier + Attacker's OB - Defender's DB

23.51 ATTACK LIMITATIONS

These are the limitations imposed on an attacking vehicle:

• A vehicle may only attack its "target" vehicle **and** any vehicles that attack it or its "group" (see Section 23.5).

• Each weapon may only attack once per round.

• In a given round, a combatant may only fire at a target with weapons whose "fields of fire" overlap (e.g., if a vehicle has two energy weapons that fire in 30° arcs that do not overlap, it may not fire both at the same target). However, non-overlapping weapons may fire at different targets.

• If a vehicle fires at a vehicle other than its "target" vehicle, it receives a OB mod of -25.

• The vehicle to be attacked must be within range of the weapon, see the *Range Modifiers Chart.*

23.52 OFFENSIVE BONUS

The attacker's OB is the sum of the following modifiers:

• The "Gunner's" skill bonus with the weapon (i.e., the skill bonus for Heavy Energy Projector, Projectile Gunnery, or Missiles).

• The Mk. # of the weapon.

• The Heads Up Display (HUD) bonus.

• The 'Predict' program bonus;

• The portion of the Combat Pilot/AFV Driver skill bonus allocated to Offense in Phase 1 (see Section 23.5). This bonus is only added to the OBs of attacks against the "target" vehicle.

• -25 if firing at a vehicle other than the "target vehicle.

23.53 DEFENSIVE BONUS

The Defender's DB is the sum of the following modifiers (if appropriate):

• Any special superior armor bonus.

• The "Screens" bonus.

• Any EW (Electronic Warfare) allocated to DB (see Section 21.5). This may be nullified by EW activity of the attacker.

• The 'Evade' program bonus.

• The portion of the Combat Pilot/AFV Driver skill bonus allocated to Defense in Phase 1 (see Section 23.5).

23.54 THE VEHICULAR ATTACK CHART

This chart is intended to help the GM determine how much and what kind of damage results from an attack. He should use common sense to apply these results to the variety of situations that can arise in vehicular combat.

HITS

The number part of the result is the "hit" total taken by the target.

MALFUNCTIONS (DAMAGE)

The "Malfunctions" indicated by the chart are actually damage caused by an attack. The letter(s) indicates the malfunction severity:

    A = Routine;
    B = Light;
    C = Moderate;
    D = Severe;
    E = Very Severe;
    F = Extremely Severe.

A second roll (D10) should be made for each malfunction to determine what part of the vehicle is affected:

    1 .... Crew
    2 .... Power
    3 .... Motive System
    4-5 .... A Control System
    6-7 .... A Weapon
    8 .... Life Support
    9-10 .... Random

Crew: A crew "Malfunction" indicates that a crew member (GM determines randomly), takes a critical of the type that the attacking weapon would deliver (see personal weapons in the **Tech Book**). The critical's severity corresponds to the severity of the malfunction.

Non-crew and Non-random: The Power, Motive, Control, Weapon, and Life Support malfunctions should be detailed by the GM to correspond to the actual vehicle involved; use the *Random Malfunction Chart* (**Tech Book**) to get an idea of the variety of damage that can occur.

Random: When a "Random" malfunction is called for roll on the *Random Malfunction Chart* (**Tech Book**). If the result is not applicable to the vehicle, the GM can do one of four things:

1) Roll again.

2) Modify the result to apply to a different part of the vehicle.

3) Use the closest applicable result on the table.

4) Have no damage occur from that "malfunction".

COMBAT MANEUVERING CHART

	RANGE				
Roll	Point Blank	Short	Medium	Long	Extreme
01-05	F	F	0	0	0
06-25	F	15	25	20	10
26-35	20	25	35	30	15
36-45	30	35	45	40	20
46-55	40	45	60	50	25
56-65	50	55	75	60	30
66-75	60	70	100	80	35
76-85	70	90	125	100	40
86-95	80	110	150	120	60
96-100	90	130	175	140	100
100+	100	150	200	160	200

Modifiers to the Result:
-30 ..... Trying for the "Blind Spot"
-25 ..... If part of a "Group"
+ Appropriate Pilot skill bonus (Combat Pilot or AFV Driver)
+ Mk. # of vehicle's Tactics Program
+ Maneuver Thrust if in space
+ (Speed in kph ÷ 10) if on land/water
+ (Speed in kph ÷ 50) if in the air

RANGE MODIFIERS CHART

	RANGE				
Mk. #	Point Blank	Short	Medium	Long	Extreme
2-3	-100	na	na	na	na
4-5	-75	na	na	na	na
6-10	-20	-30	na	na	na
11-15	-10	-20	-50	na	na
16-20	0	-10	-40	na	na
21-25	+5	-5	-30	-50	na
26-30	+10	0	-20	-40	-50
31-35	+15	+5	-10	-30	-40
36-40	+20	+10	0	-20	-30
41-45	+25	+15	+5	-10	-20
46-50	+30	+20	+10	0	-10

VEHICULAR ATTACK CHART

Net Attack Roll	30	29	28	27	26	25	24	23	22	21
				Target's Construction Armor Type (CAT)						
01-02	F	F	F	F	F	F	F	F	F	F
03-07	0	0	0	0	0	0	0	0	0	0
08-13	0	0	0	0	0	0	0	0	1	1
14-19	0	0	0	0	0	0	0	1	2	2
20-25	0	0	0	0	0	0	1	1	3	4A
Max. Result for Mk. 2-3 Weapons										
26-31	0	0	0	1	1	1	1	2A	6A	7A
32-37	0	0	0	1	1	1A	2A	5A	9A	10A
Max. Result for Mk. 4-5 Weapons										
38-43	0	0	1	1	2	2A	4A	8A	12A	13A
44-49	0	0	1	1	3A	3A	7A	11A	15A	16A
50-55	0	0	1	2A	5A	5A	10A	14A	18A	19B
56-61	0	0	1	3A	6A	6A	13A	17A	21B	22B
62-67	0	0	2	4A	8A	8A	16A	20A	24B	25B
68-73	0	1	2	4A	9A	9A	19A	23B	27B	28B
74-79	0	1	3A	5A	10A	10B	21B	25B	30B	31B
80-85	0	1	3A	5A	11A	11B	22B	27B	33B	34B
86-91	0	2	3A	6A	12A	12B	24B	28B	34B	37C
92-97	1	2	4A	6A	12A	13B	25B	30B	36C	40C
98-103	1	2	4A	6B	13B	13C	27C	31C	37D	43D
Max. Result for Mk. 6-10 Weapons										
104-109	2	3A	4B	7B	14C	14D	28D	33D	39D	46E
110-115	2	3A	5B	7C	15C	15D	30D	34D	40E	49E
Max. Result for Mk. 11-20 Weapons										
116-121	3	4A	5B	7C	15C	16D	31D	36D	43E	53E
122-127	4A	5A	6B	8C	16D	16E	33E	39E	47E	57F
Max. Result for Mk. 21-30 Weapons										
128-133	5A	6B	6C	8D	17D	18E	37E	43E	54E	62F
134-139	5B	6B	7D	9D	19D	21E	42E	50E	62F	70G
Max. Result for Mk. 31-40 Weapons										
140-145	8C	12C	16D	18D	35D	50E	85E	95F	112G	125H
146-150	10D	18D	25E	28F	50F	80G	130G	140H	165I	175I
Max. Result for Mk.41-50 Weapons										

Key:	2nd Roll	Malfunction Type
A = Routine Malfunction	1	Crew
B = Light Malfunction	2	Power
C = Moderate Malfunction	3	Motive System
D = Severe Malfunction	4-5	A Control System
E = Very Severe Malfunction	6-7	A Weapon
F = Ext. Severe Malfunction	8	Life Support
	9-10	Random

A *Psion* is a specific Telepathic power, the equivalent of a *spell* in a Fantasy milieu. One of the basic aspects of this system is the use of Psion lists and experience levels (or just levels). The ability to cast and learn Psions is closely tied to the character's level.

Psions are grouped into lists. A Psion list is an ordering of Psions based upon the correlation of level, intricacy, and potency. All Psions in a list have common characteristics and attributes, although each may have vastly different effects and applications. Psion lists are learned in stages, as the character progresses in experience, knowledge and power. Quite often a character learns a list only to a certain level. In such a case, the character would know, and potentially be able to cast, a Psion when his experience level is greater than or equal to the level of that Psion.

If there is no Psion on a list at a given level, it signifies that no new Psion ability is gained from knowledge of that list at that level.

Psion lists are grouped into four Fields: Visions, Alteration, Control, and Self-Mastery. These Fields determine who can "learn" a given list and how much effort it will take.

NOTE: *A Telepath who learns part of a Psion list (through the normal learning process—see Section 25.0) immediately acquires the ability to use the Psions he now knows (of his level or below).*

24.0

TELEPATH TYPES

There are three types of Telepath: the *True Telepath*, the *Semi-Telepath*, and the *Non Telepath*. True Telepaths may learn Psion lists from more than one Field of Psions. Semi-Telepaths are normally allowed to learn lists from only one Field, their Base Field. Non-Telepaths are restricted to only one Field and only limited portions of those lists. Refer to the *Character Development Chart* (pp. 8-9) for the development costs for "learning" lists.

24.1
TRUE TELEPATHS

True Telepaths are characters who have chosen to pursue the learning of mental powers above all else. They have access to all of the Psion lists, but prioritize their *Fields of Endeavor*, much like other characters prioritize their weapons pick costs (see Section 3.42). The Psion Fields are Vision, Alteration, Control, and Self-Mastery; each of which include six Psion lists. Referring to the Character Development Table, in the True Telepath row under Psions there are for number-slash combinations (1/*, 2/*, 3/*, 4/*). These represent the costs for learning lists in each of the four Fields, and may be assigned to the Fields as the Telepath wishes.

The Field chosen to have a 1/* skill development cost is considered the Telepath's **Base Field**, and all of the lists within it are Base Lists. Theoretically, the True Telepath may learn Psions in these lists to 50th level, while they may only learn Psion lists in the other Fields to 20th level.

24.2
SEMI-TELEPATHS

Semi-Telepaths are a profession which combines the attributes of the Telepath with those of one of the other professions. Semi-Telepaths are normally allowed to learn lists from only one Field, their **Base Field** (see above). That Field must be chosen when the character begins development and can never be changed. A Semi-Telepath's cost for developing his Psion list is 2/*.

Note: *Optionally, the GM may allow a Semi-Telepath to learn lists in one additional Field. This option is reflected in the 5/* pick cost on the Character Development Chart. Semi-Telepaths allowed to learn lists from this second Field may only learn Psions up to 10th level in that Field (see Section 26.0).*

When he begins character development, a Semi-telepath must choose a profession to "follow" (he may not choose "Telepath"); this choice will affect his skill development costs. For example, a Semi-Telepath that "follows" the profession of Armsman is called an Armsman-Telepath and some of his skill development costs will be the same as those of an Armsman.

There are 10 Skill Development Cost Categories: Weapons Skills, Astronautic Skills, General Skills, Scientific Skills, etc.

(see *Character Development Chart* on pages 8-9). A Semi-Telepath's Development Costs come from those of "chosen" profession for two of his Categories and from those of "Semi-Telepath" for the other Categories. The Semi-Telepath must decide which Categories use which Costs when he begins development and may not later change them.

Example: *Kevyk the Semi-Telepath has decided to "follow" the profession of Armsman and become an Armsman-Telepath. He looks over the Character Development Chart on pages 8-9 and decides on "Armsman" skill development costs for the Categories of Weapons Skills and Combat Skills and "Semi-Telepath" costs for the other Categories. When Kevyk fills out the skill development costs on his character development worksheet, all of the development costs will come from the Semi-Telepath row, except for his Weapons and Combat skills, which will come from the Armsman row. Kevyk decides to choose Alteration as the Field of Telepathy he wishes to concentrate in. Again checking the table, his cost is 2/* for all the Psion lists in that Field. If the GM allows Semi-Telepaths to choose lists from a second Field, Kevyk's cost for learning Psion lists in his other Field would be 5/**

24.3
NON-TELEPATHS

Non-Telepaths are characters of other professions that desire to pay the high DP cost to gain limited Telepathic Powers. Non-Telepaths are only allowed to learn portions of lists from one Base Field. That Field must be chosen when the character begins development and can never change.

LEARNING LISTS

Psion users learn lists up to and including certain levels by developing skill ranks, as is true with all other skills in *Space Master*. However, this area diverges from the standard skill and bonus rules: a character who is trying to learn Psions (i.e., has allocated development points to learning part of a Psion list) makes a Psion Gain Roll (PGR) upon reaching each new *experience* level. This is a 1-100 roll (NOT open-ended) with a roll of 101+ required to successfully "learn" a portion of a list.

25.1
DEVELOPING SKILL RANKS FOR PSION LISTS

When a character expends development points to acquire skill ranks, he may attempt to study one and only one list of Psions by developing skill ranks for that list (see below for the only exception). Characters may **not** develop skill ranks for a variety of lists and count on the luck of the dice to give them Psion abilities. A character must develop only one "list" of Psions at a time.

Once he has "learned" a portion of that list (i.e., made a successful Psion Gain Roll), his skill ranks in that list drop to zero. Then he may begin to develop skill ranks in another list **or** new skill ranks for a higher level portion of the same list.

The cost for developing a skill rank for a list varies depending on the chosen fields of concentration of the Telepath (see Section 3.4 and the Character Development Chart for details on determining costs). Depending on cost, a Telepath may acquire several skill ranks for a list at one time. These skill ranks represent the amount of the character's development devoted to discovering the basic concepts involved in the use of those Psions, through meditation, practice, etc. The GM must be the judge of the availability and cost of that information to the character.

Note that a portion of a Psion list may be "learned" (see Section 25.3) only if the Telepath has already learned the lower level Psions on that list.

- If a character is able to allocate development points for a total of 20 skill ranks with a list (insuring its gain at the next level of experience without the use of a stat bonus), he learns the the first level Psion on that list (if any) immediately (before reaching the next level of experience) and may begin to develop skill ranks for of a second Psion list. When he gains the next level of experience, he will "learn" the appropriate portion of the first list and be entitled to make a Psion Gain Roll for the second.

- If a character, after making an unsuccessful Psion Gain Roll, wishes to begin the study of another list, he may do so, but he forfeits all skill ranks developed for the first Psion list. Such skill ranks may be neither transferred nor retained if the character wishes to switch his efforts to some other Psion list. He may, if he has enough development points, allocate development points to bring the skill rank total with the first list to 20 and then begin to develop skill ranks for the second as described above.

25.2
THE PSION GAIN ROLL

When making a Psion Gain Roll, the character rolls 1-100 (not open-ended) and adds his applicable stat bonus **and** 5 x his skill ranks in the list: a result of 101+ indicates success. Thus 20 skill ranks guarantee that the character will "learn" part of the Psion list up to a certain level (see Section 25.3).

Modification due to Skill Rank: (5 x skill rank in the list) A bonus based upon the amount of practice/training the character has performed in that particular area (list) of Telepathy; as measured by the number of skill ranks he has developed for that Psion list.

Stat Bonus Modification: True Telepaths always use their *Self Discipline* stat bonus. The stat bonus used by Semi-Telepaths varies depending on which field they choose to concentrate in:

Field	Stat Bonus
Visions	Intuition
Alteration	Empathy
Control	Presence
Self-Mastery	Self Discipline

An Unsuccessful Roll: If the PGR is not successful (i.e., less than 100), the skill ranks are not lost, rather it just means that the character has not gained a complete understanding of the forces to be utilized. After he has had time to "ponder his experiences" and has gained further "understanding of his universe" (i.e., when his experience level increases), he may make another Psion Gain Roll, gaining the full benefit of his skill ranks in the list (which he may increase by further development in the meantime). Eventually the character will learn of part of the Psion list (assuming he survives and continues to advance in experience levels).

A Successful Roll: Once a successful Psion Gain Roll is made, the character is considered to have learned the use of the Psions on the portion of the list that he was studying and may use them as long as such use complies with other rules for their use (Psion power points, time requirements, etc.). The number of skill ranks in that list is reduced to zero. The character may develop more skill ranks for that list, but they apply to learning a higher level portion of the list.

Psions, once learned, may be cast at any time by the expenditure of power points (see Section 26.1). The Psion Gain roll, successfully made, means the character is generally capable of casting the Psions on the list up to a certain level (see Section 25.3). To cast the Psion, the character states he is doing so and expends power points. The minimum number of power points to cast the Psion is equal to the level of the Psion. Thus to cast a third level Psion, the character must expend three power points.

25.3
LEARNING A "PORTION" OF A PSION LIST

When a Psion Gain Roll for a Psion list is successfully made (see Section 25.2), the character may learn *some* of the Psions on that list (called a *Portion* of that list). The Telepath may learn from one to ten new Psions for each successful Psion Gain Roll. The number and levels of the Psions learned are dependent upon:

- The profession of the Psion user.
- His Base Field (see Section 24.1).
- The Field of the list "learned".
- The portions of that list that he has already learned.

Remember that the Telepath does not gain the ability to cast a Psion until his experience level equals or exceeds its level; even then he must abide by all the normal restrictions for casting Psions.

THE LEARNABLE PORTIONS

There are five *Portions* of Psion lists that may be learned. Generally a True Telepath or Semi-Telepath will be restricted to learning only certain Portions of certain lists (reflecting the relative difficulty of learning these lists).

"A" Portion: An "A" Portion includes all Psions on the list up to and including level 5 (1-5th level).

"B" Portion: A "B" Portion includes all Psions on the list up to and including level 10 (1-10th level).

"C" Portion: A "C" Portion can only be learned if an "A" Portion has already been learned for the Psion list and the Telepath is level 5 or higher. (In effect, he can already cast the Psions of lower level than the ones he is attempting to learn). A "C" Portion includes all Psions on the list up to and including level 10 (5-10th level).

"D" Portion: A "D" Portion can only be learned if a "B" Portion has already been learned for the Psion list and the Telepath is level 10 or higher. A "D" Portion includes all Psions on the list through level 20 (10-20th level).

"E" Portion: An "E" Portion can only be learned if the Psions on the list have already been learned to level 20 (through a "B" Portion and a "D" Portion previously learned). This Portion includes a single 25th, 30th or 50th level Psion. All Psions of lower level on this list must have already been learned. In addition, the Telepath must be at least the same level as that of the Psion being learned.

25.4 ▮
RESTRICTIONS

Telepaths, Semi-Telepaths, and Non-Telepaths may only learn certain "Portions" of Psion lists (see Section 25.3), dependent on their Base Field, their profession, and the Field of the list they wish to learn. These restrictions are summarized in the following chart:

	Base Field	Other Fields
True Telepaths	B,D,E	B,D
Semi-Telepaths	B,D,E	A,C*
Non-Telepaths	A	—

* If option chosen.

Example: *Suppose a Telepath reaches 26th level, and knows one of his Base Field lists to level 20, one Outside Field lists to level 20 and another to level 10. With one pick he could **(a)** learn a new Psion list up to and including 10th level, a "B" Portion; **(b)** learn the 25th level Psion on the Base Field list he already knows to 20th level, an "E" Portion; or **(c)** learn the 11th-20th level Psions on the second Outside Field list (the one he already knows to 10th level), a "D" Portion. Note that because the other Outside Field list is not a Base Field list, he could not learn its 25th level Psion as of an "E" Portion.*

26.0 ▮

CASTING PSIONS

Once a list is known (i.e., learned) to a given level, a Telepath can cast those Psions he knows at his level or lower. Normally, however, a Telepath is restricted in how long it takes to cast a Psion and how many Psions can be cast without rest.

26.1 ▮
CASTING CAPABILITIES

The number of Psions which can be thrown by a character is dependent upon his *power points* and the level of the Psions cast. The number of power points expended to cast a Psion is equal to the level of the Psion (e.g., a 5th level Psion costs 5 power points to cast). Power points, once used, can be regained by a period of sleep or meditation (usually around 8 hours for most humanoids).

26.11 INHERENT CAPABILITIES

Each Telepath has a number of power points (PP) based upon his experience level and one of his stats (see *Stat Bonuses Chart*, pg. 45). For a character of extraordinary faculties it could be as high as three or four power points for each experience level.

• True Telepaths base their PPs on *Self Discipline* regardless of their Base Field.

• Semi-Telepaths and Non-Telepaths base their power point on a statistic based upon their Base Field (see Section 4-6). If a GM allows Semi-Telepaths to learn Psions from a second Field, power points for casting those Psions are still based upon the statistic for the Base Field (i.e., each character only has one set of power points to use).

Base Field	PP Stat
Vision	Intuition
Alteration	Empathy
Control	Presence
Self-Mastery	Self Discipline

Example: *Suppose a 15th level True Telepath had a Self Discipline of 92 (1 PP per level), then the Telepath would have 15 power points each day (1/level x 15th level). If his SD were 95, then he would have 30 (2 x 15) power points per day, and if his SD were 100 he would have 45 (3 x 15) power points per day. Assuming the last power point total (45), the Telepath could cast 3 of his highest level Psions (15th), or 4 of his 10th level Psions and a 5th level Psion, or any combination of Psion levels totaling 45.*

Under certain circumstances, the GM may find it desirable to allow both Psion using professions a minimum of one PP per level. Psion using characters may be severely handicapped if their prime requisite is not high enough to allow them any inherent power points.

Power points are regenerated only after a proper rest period, usually involving 8 hours of sleep (or uninterrupted meditation, or whatever is standard for the race).

21.12 BONUS ITEMS

Certain items can enable characters to throw more Psions per day. The most "common" of these (though all such items are extremely rare) are called Focus Crystals or sometimes Psion Prisms. These gems are imbued with a psi-power of their own, which can be tapped by Telepaths and used to enhance their own Psion casting abilities. Focus crystals must be worn (usually set into a piece of jewelry) to be used. They should rarely exceed +3 or x2 in power (see below).

There also may exist artifacts of the Ancient races which predate the current spacefaring civilizations. Though even more rare than focus crystals, these items might be even more powerful and interesting, perhaps fashioned into ornamental jewelry, crowns, bracelets, etc.

Psion Multipliers: The inherent power points of a Telepath with a Psion multiplier are increased by the factor of the item. For example, a Telepath with a "x2" item and an inherent power point total of 7 has a net power point total of 14 points.

Psion Adders: Each +1 on a Psion adder means that the owning Telepath may throw (once) any one Psion which can normally be cast and not expend any power points. These Psion items can generally be used repeatedly, (after the same rest and/or meditation that enables a character to regain his own Psion points).

Example: *Suppose a 15th level Telepath in the example above had a Self Discipline of 92 (15 power points) and a +2 Psion adder. He could cast any combination of Psions he knows costing up to 15 power points and any 2 other Psions (the levels of these two additional Psions would not matter at all for the purposes of calculating the power points he had expended). If the same Telepath had a "x2" Psion multiplier, he would have 30 power points to expend in the normal manner.*

Restrictions: GMs must be very careful in handing out Psion bonus items as they can distort the balance of the system. Any type of power point enhancer should be relatively rare and expensive. Only one item should be usable by any one character between periods of rest (possession of two x2 Psion items does not multiply your Psion points by 4), and items should be usable by only one character per day. Psion items are required to be held (or at least worn) when used (e.g., a Telepath would have to wear his +4 Focus crystal on a pendant around his neck if that were his bonus item).

26.13 MISCELLANEOUS

Various factors may be introduced to affect power points in a given situation or game. For example, proximity to a Telepathic spiritual source might result in increased power points, or proximity to areas rich or poor in unmined focus crystals would affect a Telepath's power points. This is a factor which is decided by the GM.

26.2 ▪▪▪▪▪▪▪▪▪▪▪▪▪▪
CASTING TIME REQUIRED

The time required to cast a Psion will be described in terms of rounds (we suggest 10 second rounds, but this may vary from game system to game system). The time required to cast a Psion is based on the level of the Telepath and the Psion he is trying to cast. Most Psions become easier to cast as the caster becomes more familiar with them, a factor that is reflected in game terms by comparing his level to that of the Psion being cast.

During Psion *preparation*, a Telepath must concentrate and be relatively inactive (10% of normal activity or movement allowed). On the round of Psion *effect* (when it is actually "cast" or "thrown"), a Telepath may operate at 25% effectiveness (which means he may not cast another Psion). If a caster is dropped, stunned, or killed during preparation, the Psion is cancelled but no power points are expended.

Note that certain Psions are instantaneous in effect and do not require preparation. Treat these as Class I Psions regardless of the level of the caster. Instantaneous Psions are marked as such on the Psion lists and in the descriptions.

Class III Psions: Class III Psions require 3 rounds to cast; two rounds of preparation and one round for effect. Class III Psions have a level equal to the caster, one level less, or two levels less (a Telepath of level 7 would have all of his 5th, 6th and 7th level Psions as class III Psions).

Class II Psions: Class II Psions require two rounds to cast; one round of preparation and one round for effect. Class II Psions have a level of three less than the caster, four less than the caster, or five less than the caster (a Telepath of level 7 would have all of his 2nd, 3rd, and 4th as class II Psions).

Class I Psions: Class I Psions require one round to cast; zero rounds to prepare and one round for effect. Class I Psions have a level of at least 6 less than the caster (our hypothetical level 7 Psion user would have all his 1st level Psions as Class I Psions, when he advanced to 8th lvl, his 2nd lvl Psions would become Class I, etc.).

27.0 ▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪▪
RESOLVING PSION EFFECT

Once a Psion is cast, the effect of the Psion must be resolved. In many cases the results are automatic, but when the target is a living creature or unusual object, various results can occur. These results range from the Psion failing to operate correctly to the Psion being overwhelmingly successful.

27.1 ▪▪▪▪▪▪▪▪▪▪▪▪▪▪
NON-ATTACK PSIONS

Non-attack Psions include all Psions which cannot adversely effect an opponent. These are indicated in the Psion descriptions and include all those marked: informational, defensive, etc. When a non-attack Psion is cast, the caster makes a roll. If the roll is 03-00, the Psion succeeds, but if the roll is 01-02 the Psion fails. In the case of a failure, another roll is made (NOT open-ended), the roll is modified by -10 and applied to the Psion Failure Chart; then the result is immediately applied to the Psion or caster.

27.2 ▪▪▪▪▪▪▪▪▪▪▪▪▪▪
DIRECTED ATTACK PSIONS

Directed attack Psions (DAPs) manipulate elemental forces to directly attack a target, and thus do not involved a *resistance roll* (see Section 27.32). Direct attack psions are resolved by making an attack roll (high open-ended), modifying it, and then applying the result to the appropriate Weapon Attack Table (see **Tech Book**). For example, *Energy Bolt* is a direct attack Psion that concentrates energy into an attack that is resolved on the Laser Attack Table. Normal OB and DB modifications (except for the caster's skill bonus) apply and are based upon the Weapon Attack Table used for the Psion (e.g., OB and DB modifications that apply to laser attacks also apply to *Energy Bolt* attacks).

Skill Bonus: The skill bonus for a directed attack Psion is based upon the attacker's skill in "Directed Psions" **not** his skill for the corresponding weapon. Directed Psion skill must be developed separately for each type of directed attack Psion (e.g., skill for *Energy Bolt* must be developed separately from skill for *Hurling*).

Psion Failure: Psion failure is based upon the Psion itself and not the corresponding Weapon Attack. If the directed Psion attack roll is 03-00, the Psion succeeds and the attack proceeds normally. But if the roll is 01-02 the Psion fails. In the case of a failure, another roll is made (NOT open-ended), the roll is modified by +20 and applied to the Psion Failure Chart; then the result is immediately applied to the Psion or caster (whichever is indicated by the table).

27.3 ▪▪▪▪▪▪▪▪▪▪▪▪▪▪
BASE ATTACK PSIONS

Base attack Psions (BAPs) include all Psions which are not non-attack Psions (how surprising) and which are not "Directed Attack Psions". Base attack Psions are resolved by the caster making an attack roll (NOT open-ended) and then applying the results to a *resistance roll* (open-ended) made by the target (or GM). This net resistance roll will indicate if the Psion has affected the target.

27.31 PSION ATTACK ROLL

The Psion Attack Roll (PAR) is NOT open-ended and represents the effectiveness of the caster's Psion.

UNMODIFIED ROLLS
An unmodified roll of 01-02 indicates automatic Psion failure, while a roll of 96-00 indicates a higher than normal resistance roll modification (none of the modifications below apply to such rolls).

MODIFICATIONS TO THE PAR

The following modifications are additions or subtractions to the base attack roll tha t apply if the original roll was not 01-02 or 96-00. If the Psion Attack roll thus modified is less than 03 then the net base attack roll is 03, if the modified roll is greater than 95 then the net base attack roll is 95. These modifications are summarized in the *Psion Attack Roll Modifiers Chart.*.

Level of Caster: If the caster is a pure Telepath, the level of the caster is added to the PAR (Psion Attack Roll). Semi-Telepaths do not get this bonus.

Range: The distance from the caster to the target can modify the PAR. The modifications are printed on the *Psion Attack Chart.* They range from +30 if the caster is touching the target to -30 if the range is greater than 300 feet.

Cover and Situation : Certain situations can result in modifications being given by the GM. For example, if the target is detected but not seen, a subtraction of -20 might be given.

Race or Unusual Material: Certain creatures and races are especially hard to affect. These creatures should be given a modification by the GM based upon his world system. Similar modifications should be given to certain unusual materials.

Shields: Certain shields may modify PARs the *Psion Attack Roll Modifiers Chart.*.

EFFECTS OF THE PAR

The net PAR is used on the Psion Attack Chart to obtain a result.

Psion Failure : A "F" result on the *Psion Attack Chart* means the Psion has failed. In the case of a failure, another roll is made (NOT open-ended), the roll is modified by +10 and applied to the *Psion Failure Chart* ; then the result is immediately applied to the Psion or caster (whichever is indicated by the chart).

Resistance Roll Modification: A result of a positive or negative number indicates a result which must be added to the resistance roll.

27.32 RESISTANCE ROLL

The target of a base attack Psion MUST make a resistance roll (RR) if the Psion has not failed. This roll represents the target's innate resistance to the effects of the Psion and may be modified a number of factors. This roll is open-ended and thus always represents a chance that the target may not be affected by a very powerful Psion **or** may fail to resist a very weak Psion.

MODIFICATIONS TO THE RR

Modifications to the RR are additions or subtractions to the RR which result in a net RR.

Modification from the PAR: The modification indicated by applying the PAR to the *Psion Attack Chart.*

Statistic Bonus: The target may add his Self Discipline stat bonus to his RR.

Items and Psions: Certain items or Psions may give a target a modification to his RR. These modifications depend upon the item or specific Psion.

Race: Certain races are unusually resistant to Telepathic power and may be given a modification by the GM based upon his galactic system. These modifications for the standard *Space Master* races are given in the *Racial Statistics Chart*, p.31.

Willing Targets: Certain targets may submit themselves as willing participants in a Psion, in such a case, the RR should be modified by -50, and the level of the target should be one for the RR.

Special Attack Psions: A few Psions are very difficult to resist and have their own additional modification to any RR made against them (e.g., any RR versus *Ventriloquism* on the Illusions list is subjected to a special -30 "Mod")..

RESISTANCE ROLL TABLE

To use the *Resistance Roll Chart*, cross-index the attack level (usually to the level of the caster) with the level of the target. If the net resistance roll is greater than or equal to the result of this cross-indexing, the target has successfully resisted the Psion. Otherwise, the target has not resisted the Psion and suffers the results given in the description of that Psion (see Section 28.0 for details of individual Psion effects).

Critical Hit Tables: Some Psion attacks require for a roll on one of the Critical StrikeTables (see **Tech Book**). In these cases, the PAR and Resistance Rolls are made as usual, and if the Target fails their RR, the Telepath casting the Psion then makes an unmodified roll on the appropriate column of the chart indicated.

result / # failure: Certain Psions will indicate a total result based upon the difference between the net RR and the result from the resistance table. This difference divided by the *#* (round off) indicates how many increments of the *result* are applied

Example: If a target fails his RR by 47 *againsy* Paralyze *on the Mind Assault list, he will be paralyzed for 5 rounds because the Duration is "1 rnd / 10 failure" (47 ÷ 10 = 4.7 which rounds to 5).*

27.4
PSION CHARTS

PSION FAILURE CHART

(-19)-05 — Lose Concentration due to strain. Psion lost, but not Power Points.

06-20 — You have second thoughts. Psion lost, but not Power Points.

21-35 — Indecision, mild mental lapse. Delayed 1rnd; but may be cast next rnd.

36-50 — Serious mental lapse. Psion lost; not PPs. -30% activity for 3 rnds.

51-65 — Moderate but serious strain. Psion and PPs lost. Stunned for 1 rnd.

66-79 — Subconscious fear. Psion and PPs lost. Stunned 2 rnds. Psion internalized. +15 hits. Stunned 3-300 rnds.

80 — Caster internalizes Psion. +15 hits. Knocked down. Stunned for 1 hour.

81-86 — Serious strain. Psion lost, but not Power Points. Stunned 3 rnds.

87-89 — Internalization; sense overload. +20. Blinded & deaf for 60 rnds.

90 — Strain causes mild stroke. +20 hits. Knocked out for 12 hours.

91-96 — Severe strain causes misfire. +5 hits. Stunned for 3 rnds.

97-99 — Target's powerful mind causes Psion to backfire. Reverse roles of target and caster in Psion effects.

100 — Identity crisis. Lose Psion casting capabilities for 2 weeks.

101-106 — Extreme mental pressure causes misfire. Knocked down. +10 hits. Stunned for 6 rnds.

107-109 — Caster internalizes Psion. Lose all Psion casting abilities for 3 wks. +25 hits. Unconscious for 3 hrs.

110 — Strain causes severe stroke. Paralyzed from the waist down.

111-116 — Psion strays; travels to a point 5m right of target. All in line takes an unmodified attack. Stunned 3 rnds.

117-119 — Psion strays; travels to a point 5m left of target. All in line takes an unmodified attack. Stunned 3 rnds.

120 — Mental Collapse. Psion is cast in direction opposite to intended line. Lose all Psion casting ability for 100 days.

Modifications *:

- -20 Non-attack Psions that affect only the caster
- -10 Non-attack Psions that involve matter/ energy only
- 0 Non-attack Psions that involve another living creature
- +10 Base Attack Psions
- +20 Directed Attack Psions

* Use only largest applicable modifier.

PSION ATTACK CHART

	Roll	RR Modifier
UM	01-02	F
	03-04	+80
	05-08	+70
	09-12	+65
	13-16	+60
	17-20	+50
	21-24	+45
	25-28	+35
	29-32	+30
	33-36	+20
	37-40	+15
	41-44	+5
	45-48	0
	49-52	0
	53-56	-5
	57-60	-10
	61-64	-15
	65-68	-20
	69-72	-25
	73-76	-30
	77-80	-35
	81-84	-40
	85-88	-45
	89-92	-50
	93-95	-55
UM	96-97	-75
UM	98-99	-100
UM	100	-125

PSION ATTACK ROLL MODIFIERS

Category	Effect	Note
Level of Caster	+1 per level	True Telepaths only.
Race/Unusual Material	+/- (variable)	GM determination.
Cover and Situation:		
Full Cover	-20	Detected, but not sighted.
Partial Cover	-10	Less than 1/2 of target sighted.
Static Target	+10	Applies only if no cover.
Shields:		
Velocity Shield	0	—
Absorption Shield	-5	—
Deflector Shield	-10	—
Barrier Shield	-15	—
Range:		
Touching	+30	Target or what he is wearing.
From 0m up to 3m	+10	—
From 3m up to 15m	0	—
From 15m up to 30m	-10	—
From 30m up to 100m	-20	—
More than 100m	-30	—

BASE ATTACK ROLL MODIFICATIONS

Category	Effect	Note
PAR Modification	-125 to +80	Apply result from Psion Attack Chart.
Target's SD Bonus	-25 to +35	Self Discipline Stat Bonus, See page 45.
Race	+/- (variable)	See page 31.
Psion Modification	+/- (variable)	Depends on Psion, "**Mod**" in Psion description.
Items	+/- (variable)	—
Willing Target	-50	Target wants psion cast at/on him

RESISTANCE ROLL CHART

Target Level						Attack Level †												Target Level
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	> 15 *	
1	50	55	60	65	70	73	76	79	82	85	87	89	91	93	95	*	1
2	45	50	55	60	65	68	71	74	77	80	82	84	86	88	90	*	2
3	40	45	50	55	60	63	66	69	72	75	77	79	81	83	85	*	3
4	35	40	45	50	55	58	61	64	67	70	72	74	76	78	80	*	4
5	30	35	40	45	50	53	56	59	62	65	67	69	71	73	75	*	5
6	27	32	37	42	47	50	53	56	59	62	64	66	68	70	72	*	6
7	24	29	34	39	44	47	50	53	56	59	61	63	65	67	69	*	7
8	21	26	31	36	41	44	47	50	53	56	58	60	62	64	66	*	8
9	18	23	28	33	38	41	44	47	50	53	55	57	59	61	63	*	9
10	15	20	25	30	35	38	41	44	47	50	52	54	56	58	60	*	10
11	13	18	23	28	33	36	39	42	45	48	50	52	54	56	58	*	11
12	11	16	21	26	31	34	37	40	43	46	48	50	52	54	56	*	12
13	9	14	19	24	29	32	35	38	41	44	46	48	50	52	54	*	13
14	7	12	17	22	27	30	33	36	39	42	44	46	48	50	52	*	14
15	5	10	15	20	25	28	31	34	37	40	42	44	46	48	50	*	15
> 15 *	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	*	>15

* For each level over 15, the attack level raises the result by 1; the target level lowers it by 1.
† The Attack Level is the level of the psion caster.

THE FIELD OF VISIONS		THE FIELD OF ALTERATION	
EMPATH	**INTERFACE**	**TELEKINETICS**	**MIND INTO ENERGY**
1) Transfer I *	1) Configuration Scan	1) Manipulate I c	1) Energy Perception c
2) Clotting III * s	2) Interface I	2) Levitation I	2) Drain Energy
3) Cut Repair I * s	3) Utilize Language	3) Mind's Hand I c	3) Radiation Shield
4) Pain Relief True * s	4) Locate Data	4) Deflection I *	4) Electric Charge
5) Tissue Repair * s	5) Data Copy	5) Levitation (15m/rnd)	5) Human Battery c
6) Clotting True * s	6) Override Security I	6) Manipulate True c	6) Energy Dispersal I *
7) Fracture Repair * s	7) Enhance I c	7) Flight	7) Drain Energy (10m/lvl)
8) Mask Pain * s	8) Data Search I c	8) Mind's Hand (10 kg/lvl) c	8) Radiation Armor
9) Cut Repair True * s	9) Override Security III	9) Deflections II *	9) Cloaking
10) Transfer True *	10) Interface True	10) Hurling I	10) Energy Dispersal III *
11) Neutralize Poison * s	11) Enhance V c	11) Levitation (100 kg/lvl)	11) Charge Power Supply c
12) Tissue Repair True * s	12) Add Data c	12) Deflections III *	12) Power Surge
13) Mask Pain True * s	13) Delete Data c	13) Landing True *	13) Energy Dispersal V *
14) Fracture Repair True * s	14) Override Security V	14) Mind's Hand (100 kg/lvl) c	14) Energy Retaliation *
15) Regeneration * s	15) Enhance True c	15) Deflections V *	15) Human Battery True
20) Lord Empath *	20) Alter Data c	20) Deflections True *	20) Energy Dispersal True *
25) Regeneration True * s	25) Purge Data	25) Hurling III	25) Power Enhancing c
30) Empathic Trance * s	30) Alter Data True c	30) Reaiming *	30) Power Routing c
50) Empath * s	50) Interface Master	50) Mind's Hand (1000 kg/lvl) c	50) Power Enhancing True c
MIND'S TRUTH	**MIND DETECTION**	**MIND OVER MATTER**	**ARMOR**
1) Emotion Touch	1) Presence * c •	1) Warm Matter	1)
2)	2)	2) Cool Matter	2) Radiation Shield *
3)	3) Mind Pattern * c	3) Portal Jam	3) Shield I
4) Thought Scan	4)	4) Heat Matter	4) Armor (AT4)
5) Truth I *	5) Pattern Store *	5) Chill Matter	5)
6) Thought Analysis	6) Pattern Analysis *	6) Psion Shield * c	6) Radiation Armor I *
7)	7) Mind Location (30m/lvl) c	7) Refresh Atmosphere	7) Armor (AT8)
8) Truth III *	8) Mind Compass (300m/lvl) c	8) Vacuum	8) Shield II
9)	9) Presence True * c	9) Shatter	9)
10) Far Thought Scan (100m/lvl)	10) Awareness * c	10) Disintegration	10) Armor (AT12)
11) Truth V *	11)	11) Psion Armor *	11) Radiation Armor III *
12) Mind Scan	12) Proximity Warning * s	12) Heat Matter (10 cumet/lvl)	12) Shield III
13)	13) Mind Tracking	13) Chill Matter (10 cumet/lvl)	13) Radiation Armor 3m R * c
14) Truthtrance I	14) Mass Patterning * c	14) Undoor	14) Armor (AT16)
15) Far Mind Scan (100m/lvl)	15) Awareness True * c	15) Great Vacuum	15) Shield V
20) Truthtrance III	20) Proximity Warning True * s	20) Unstone	20) Lord Armoring (AT20)
25) Mind Probe	25) Mind Location (10 km/lvl) c	25) Mold Matter c	25) Radiation Armor V *
30) Truth True *	30) Mind Compass True c	30) Eyes of Disintegration	30) Hull Armoring I c
50) Truthsaying	50) Mind Location True c	50) Transmutation	50) Hull Screen c
MIND'S EYE	**MIND IN THE PAST**	**TELEPATHY**	**CONCEALMENT**
1)	1) Origins	1) Phrase *	1) Overlook I c
2) Intuition I	2) Flash Behind (1 day/lvl)	2) Speak (T) *	2) Chameleon
3)	3)	3) Phrase (10m/lvl) *	3) Cloaking I
4) Death's Vision	4)	4) Speak (3m/lvl) *	4)
5) Forewarning I s	5) Item Purpose	5) Phrase (10 km/lvl) *	5) Hiding c
6)	6) Past Sight (1 day/lvl) c	6) Listen (T) * c	6) Overlook III c
7)	7)	7) Speak (10 km/lvl) *	7) Cloaking III
8) Fate's Vision	8) Flash Behind (1 yr/lvl)	8) Mass Speech * c	8) Hiding True c
9)	9) Delving	9) Speech True (10m/lvl) *	9)
10) Empathic Warning s	10) Past Patterning	10) Telepath (10m/lvl) * c	10) Invisibility
11) Forewarning III s	11) Past Sight (1 yr/lvl) c	11) Master of Speech (10m/lvl) *	11) Overlook V c
12)	12) Past Compass	12) Mass Speech True *	12) Cloaking V
13) Empathic Vision s	13) Flash Behind True	13) Far Phrase (1 LM/lvl) *	13)
14) Death's Vision True	14) Past Location	14) Telepath True (10m/lvl) •	14)
15) Far Empathic Warning s	15) Past Sight (10 yrs/lvl) c	15) Distant Phrase *	15) Cloaking X
20) Forewarning True s	20) Event Lock	20) Lord Telepath *	20) Cloaking True
25) Fate's Vision True	25) Past Analysis	25) Far Speak* c	25) Invisibility True
30) Far Empathic Vision s	30) Past Sight (1000 yrs/lvl) c	30) Far Telepath True *	30) Cloaking True c
50) Far Empathy True s	50) Past Sight True c	50) Distant Telepath True *	50) Invisibility True

THE FIELD OF CONTROL

THOUGHT MASTER	POSSESSION
1) Detect Tampering	1)
2) Forget (1 min)	2) View
3) Confusion	3) Pattern Store *
4) Lapse	4)
5) Mind Blank	5) Sense c
6) Forget (10 min)	6) Metempsion •
7) Mind Restoration	7) Transferral
8) Unlearning (1 min)	8) Far View c
9) Forget (1 hour)	9) Far Sense c
10) Implant Thought	10) Knowing Transferral
11) Unminding	11)
12) Forget True	12) Ready Metempsion * s
13) Unlearning (1 day)	13) Distant View c
14) Amnesia	14) Distant Sense c
15) Implant Memory	15) Metempsion True * s
20) Cruel Unminding	20) Lord Metempsion * s
25) Unlearning True	25) Transferral True
30) Mind Break	30) Transferral Mastery
50) Implant Thought Pattern	50) Psionic Body

VOICE	MIND ASSAULT
1)	1) Distraction c
2) Question	2) Touch of Unconsciousness
3)	3) Disorientation
4) Befriend	4) Firenerves
5) Command	5) Blinding
6) Fear	6)
7) Suggestion	7) Paralyze
8) Beguile	8) Unconsciousness
9) Holding Word c	9) Firenerves True
10) Control	10) Mind Shout (10mR) *
11) Sow Suspicion	11) Transferral
12) Seduce	12) Coma
13) True Command	13)
14) Mass Suggestion	14) Sensory Deprivation
15) Control II	15) Mind Shout (20mR) *
20) Lord Control	20) Lord Paralyze
25) Control True	25) Great Shout (30mR) *
30) Great Control	30) Transferral True
50) Mass Control	50) Great Shout True (30mR) •

THOUGHT INTO PAIN	ILLUSION
1) Numbing c	1) Refraction
2) Pain c	2) Ventriloquism c
3) Choke c	3) Audio Impersonation
4) Unbalance	4) Deafness I
5) Touch of Disruption	5) Visual Impersonation
6) Agony c	6) Facade
7) Pain III c	7) Displacement I
8) Choke True	8) Visual Illusion I
9)	9) Phantasm I
10) Energy Channel c	10) Silent Fence
11)	11) Audio Impersonation True
12) Agony III c	12) Visual Impersonation True
13) Disruption	13) Visual Illusion III
14) True Agony	14) Phantasm III
15) Mass Pain c	15) Displacement II
20) Energy Channel True c	20) Displacement III
25) Torment c	25) Facade True
30) Disruption True	30) Mirage
50) Thought Into Pain c	50) Mirage True

THE FIELD OF SELF-MASTERY

MIND'S DEFENSE	MIND DISCIPLINE
1) Inkling • s	1) Detect Probe * •
2)	2) Concentration I *
3) Psion Shield I	3)
4) Mind Alert * s	4) Recall
5) Psion Armor I	5) Memory Trance
6) Psion Shield III	6) Observation
7)	7) Concentration III •
8) Mind Block * c	8) False Pattern * •
9) Psion Armor II	9) Unpresence c
10) Ready Block * c s	10) Mind Block
11) Psion Shield	11) Concentration V
12) Retaliation	12) False Presence True * •
13)	13) Correlation
14) Psion Armor III	14) Sensitivity
15) Mind Block True * s	15) Total Recall
20) Lord Retaliation	20) Observation True
25) Psionic Defense • s	25) Sensitivity True
30) Retaliation True * s	30) Correlation True
50) Psionic Citadel * s	50) Mind Master

TELEPORTATION	BODY DISCIPLINE
1)	1) Touch I *
2) Blink	2) Leaping *
3)	3) Speed III *
4) Phasing (1 min/lvl)	4) Dodging I *
5) Leaving (30m)	5) Flip I *
6) Merge	6) Hold Breath *
7) Long Door (30m)	7) Great Leap *
8) Leaving (100m)	8) Dodging III *
9) Phasing True	9) Touch III •
10) Teleport	10) Haste III •
11) Passing	11) Flip III *
12) Long Door (100m)	12) Speed V •
13)	13) Landing True *
14) Merging True	14) Haste V *
15) Mind's Portal	15) Wallrunning *
20) Long Door (300m)	20) Dodging True *
25) Passing True	25) Haste X *
30) Mind's Portal True	30) Ceilingrunning *
50) Teleport True	50) Master of Self *

CHANGING	METABOLIC CONTROL
1) Contortions	1) Clotting I • c
2) Study *	2) Pain Relief I * c
3) Mask	3) Unstun I * s
4) Merge	4) Mask Pain (25%) * s
5) Shape-shift c	5) Cut Repair I c
6) Mask True	6) Tissue Repair c
7) Passing	7) Fracture Repair c
8) Great Merge	8) Unstun III • s
9) Shape-shift True	9) Vessel Repair c
10) Metamorph	10) Resist Poison * c s
11)	11) Mask Pain (50%) * s
12) Merge True	12) Tissue Repair True
13)	13) Pain Relief True * s
14) Metamorph True	14) Fracture Repair True
15) Passing True c	15) Neutralize Poison * c s
20) Lord Metamorph	20) Regeneration *
25) Shifting	25) Resist Stun * s
30) True Change	30) Trance * s
50) Master Metamorph	50) Renewal True * s

97

PSION LISTS

28.1
FIELD OF VISIONS

EMPATH

Note: The Empathy list differs from the Metabolic Control list primarily in that it can be used to heal wounds on other beings. Some of these Psions act more quickly than those in the Metabolic Control list. It should be noted that Empaths are rare individuals. An Empath may consciously keep a subconscious healing Psion from activating.

1) Transfer I (H*) **D:** P **R:** T The Telepath need only touch the injured party, and the wound is transferred to the Telepath in only one round (both must be 'static'). This transfer costs 1 Psion Point per wound (GM discretion; though in general an area or critical type could be considered one wound, e.g., a 25-hit wound bleeding 3 hits/rnd is all one injury. This designation bears no resemblance to the process needed to *heal* the injury from the Telepath.) Even a 1st-lvl Telepath could transfer any injury — though he might not survive long afterwards. Once transferred, the injuries are as if the Telepath had actually received them (e.g. they bleed, etc.), and can be healed using the Psions below. Most of the Psions are *Subconscious* — triggered automatically by the Telepath's unconscious mind. In this way the Telepath might *Transfer* wounds, pass out from the pain/hits/etc., and his body will automatically heal until he has 0 PPs. Empaths have an intuitive understanding of how much they can take before assuming a fatal burden and normally their instinct for self-preservation would prevent a fatal *Transferral.*

2) Clotting III (HS*) **D:** P **R:** S Will close a wound of up to 3 hits bleeding severity/rnd Patient cannot move appreciably or the wound will reopen.

3) Cut Repair I (HS*) **D:** P **R:** S As *Clotting* except one hit of bleeding is permanently stopped every round. Wound is fully healed.

4) Pain Relief True (HS*) **D:** P **R:** S 1 hit/rnd of concussion damage is relieved, this Psion's effects will continue until the caster has 0 hits. If he is conscious, caster may keep this Psion from "Subconsciously" activating.

5) Tissue Repair (HS*) **D:** P **R:** S Caster is able to repair one damaged (but not "destroyed") muscle or tendon (or similar tissue). This requires 10 minutes.

6) Clotting True (HS*) **D:** P **R:** S Any one bleeding wound is instantly closed. *Cut Repair* is necessary to completely heal the wound, however.

7) Fracture Repair (HS*) **D:** P **R:** S This Psion will repair bone or cartilage which is broken but not shattered or destroyed. The process takes ten minutes.

8) Mask Pain (HS*) **D:** P **R:** S Allows the caster to absorb an additional 50% of the hits he or she could normally before losing consciousness.

9) Cut Repair True (HS*) **D:** P **R:** S As *Clotting True* except bleeding wound is completely closed and healed.

10) Transfer True (H*) **D:** P **R:** T Utilizing this Psion, the Empath may Transfer as many wounds as desired upon himself, moving from patient to patient if desired.

11) Neutralize Poison (HS*) **D:** P **R:** S Consider the poison to be the Psion target, and it must make a RR vs attack. RR failure means that the poison is permanently rendered harmless (and the Empath is immune from this poison forever). The process takes 1 minute.

12) Tissue Repair True (HS*) **D:** P **R:** S Caster is able to repair one damaged muscle or tendon (or similar tissue) in but 1 minute. A destroyed tissue may be regenerated in 10 minutes (though the caster must remain immobile).

13) Mask Pain True (HS*) **D:** P **R:** S Allows the caster to absorb twice the hits he or she could normally before losing consciousness. Note that hits may *never* exceed hit capacity plus Constitution.

14) Fracture Repair True (HS*) **D:** P **R:** S Caster is able to repair one damaged (including shattered) bone or cartilage in 1 minute. A destroyed bone may be regenerated in 10 minutes (though the caster must remain immobile).

15) Regeneration (HS*) **D:** P **R:** S Caster can regenerate lost limbs, damaged or destroyed organs (basically any body parts except the brain) while in a trance. If caster is supposed to die from such a wound, this Psion will not save him unless the repair is completed before he 'dies'. Time required varies: ~ 5-100 days for a limb (finger to leg); ~ 10 days for a damaged organ; ~ 50 days for a destroyed organ. If the heart, liver, etc is destroyed or damaged, the caster will die unless he is in a Medstasis unit or otherwise kept artificially alive. If the organ is

a kidney, eye, etc., he will likely hold out.

20) Lord Empath (H*) **D:** P **R:** 30m With this Psion the Empath may "reach out" Psionically and take upon him/herself a wound from up to 30 meters away. Because of the strain and complexity, only one wound may be taken and healed at a time in this way.

25) Regeneration True (HS*) **D:** P **R:** T Caster is able to regenerate lost limbs, damaged or destroyed organs (not the brain) while in a trance. Because of the nature of such injuries, the wound is not actually "transferred" (though a *Transferral* Psion must be cast in order to link the Empath and patient nervous systems). The patient's limb/organ is regenerated in 1-100 minutes (GM discretion; varies with severity) and kept alive in the meantime by the Empath's body. After the healing, the Empath lapses into a coma for 1-100 hours (hours equal minutes of healing required) while he recovers.

30) Empathic Trance (HS*) **D:** V **R:** S Allows the Empath the unique ability to cast more than one healing Psion on themselves *simultaneously.* The normal limit is one per 10 levels at a time, but more are possible if the Empath's life is endangered otherwise. The Empath may also draw on as many as 3x per 10 levels their normal daily allotment of Psion Points, but is incapable of casting any Psion until they "catch up" (e.g., if the next three days worth of Psions ar used, they are unable to cast any for the next 3 days). He is in a Trance for the duration of regeneration.

50) Empath (H*) **D:** V **R:** S Once this Psion is cast, the Empath has free use of any of the Psions below. The only limitation is that a new *Empath* Psion must be cast for every set of injuries (e.g., the Empath takes on a group of injuries, casts *Empath*, heals, takes on another group of injuries, must cast *Empath* again).

MIND'S EYE

2) Intuition I (I) **D:** — **R:** S Caster gains vision of what probably will happen to him if he takes a specified action within the next minute.

4) Death's Vision (I) **D:** — **R:** S Caster gets a vision of the events surrounding the death of any 1 dead being through the eyes of the deceased. He also gets a view of the killer (if any). Caster must be within 3m of the corpse, who must have died within a number of years equal to the caster's level.

EMPATH	MIND'S EYE	MIND'S TRUTH
1) Transfer I *	1)	1) Emotion Touch
2) Clotting III * s	2) Intuition I	2)
3) Cut Repair I * s	3)	3)
4) Pain Relief True * s	4) Death's Vision	4) Thought Scan
5) Tissue Repair * s	5) Forewarning I s	5) Truth I *
6) Clotting True * s	6)	6) Thought Analysis
7) Fracture Repair * s	7)	7)
8) Mask Pain * s	8) Fate's Vision	8) Truth III *
9) Cut Repair True * s	9)	9)
10) Transfer True *	10) Empathic Warning s	10) Far Thought Scan (100m/lvl)
11) Neutralize Poison * s	11) Forewarning III s	11) Truth V *
12) Tissue Repair True * s	12)	12) Mind Scan
13) Mask Pain True * s	13) Empathic Vision s	13)
14) Fracture Repair True * s	14) Death's Vision True	14) Truthtrance I
15) Regeneration * s	15) Far Empathic Warning s	15) Far Mind Scan (100m/lvl)
20) Lord Empath *	20) Forewarning True s	20) Truthtrance III
25) Regeneration True * s	25) Fate's Vision True	25) Mind Probe
30) Empathic Trance * s	30) Far Empathic Vision s	30) Truth True *
50) Empath * s	50) Far Empathy True s	50) Truthsaying

5) Forewarning I (IS) **D:** 1 hour **R:** 1m/lvl Caster is alerted as far as one minute in advance if someone within range is planning violence against him. Caster receives no details of who or exactly where, however.

8) Fate's Vision (I) **D:** — **R:** 3m If target of Psion is likely — as determined by the GM — to meet a violent death or near-death (assassination, heart attack, etc.) within 25 hours, caster receives a momentary vision of the event, including the perpetrator (if any).

10) Empathic Warning (IS) **D:** until triggered (can be days, weeks, etc.) **R:** 10 km/lvl Caster can key this Psion to one being previously *Pattern Stored*. If the keyed entity is killed or in an *immediately* life-threatening situation within the range of the Psion, the caster is immediately aware of it. Caster cannot have more than one *Empathic Warning* active at one time, but can cancel and cast a new one.

11) Forewarning III (IS) As *Forewarning I* except duration and range are tripled.

13) Empathic Vision (IS) As *Empathic Warning*, except caster gets a vision of target's death as in Death's Vision.

14) Death's Vision True (I) **D:** — **R:** S Caster gets a vision of the events surrounding the death of any 1 being within 3m. Caster gets an understanding of the reason(s) the deceased died, exactly who the killer was (if any), and who was ultimately responsible (if anyone). Corpse may be of any age as long as it is (reasonably) intact. A couple of bones or teeth fragments is *not* 'intact'; a complete skeleton is.

15) Far Empathic Warning (IS) As *Empathic Warning*, except range is 1 light-year/lvl

20) Forewarning True (IS) As *Forewarning*, except that duration is until triggered and range is up to 10m/lvl

25) Fate's Vision True (I) As *Fate's Vision*, except caster has a vision of the (most likely) ultimate fate of target, no matter how far in the future.

30) Far Empathic Vision (IS) As *Empathic Vision*, except caster's range is 10 LY/lvl

50) Far Empathy True (IS) Allows caster to have as many *Far Empathic Visions* (or lesser Empathic Visions or Warnings) simultaneously keyed as he desires.

MIND'S TRUTH

1) Emotion Touch (I) **D:** 1 rnd **R:** T Caster receives detailed information about target's current emotional state (e.g., depressed, angry, happy, frightened).

4) Thought Scan (IM) **D:** 1 rnd/lvl **R:** 20m Caster receives surface thoughts from target. If target makes his RR by 25 or more he realizes what is happening.

5) Truth I (I*) **D:** — **R:** 5m Caster is able to tell whether a specific statement is a deliberate lie. Psion must be cast immediately before statement is made. Also, target may make a RR (at -50) against lie detection with any *Acting* skill bonus. If the RR succeeds, caster is uncertain, but is not fooled into believing that a lie is truth. Caster must have at least 5 skill ranks in language being used.

6) Thought Analysis (IM) As *Thought Scan*, except caster also gets reasoning and patterns behind surface thoughts.

8) Truth III (I*) **D:** 3 min **R:** 10m As *Truth I*, except caster may determine the Truth of any 3 statements within the duration and range of the Psion.

10) Far Thought Scan (IM) As *Thought Scan*, but the range is 100m/lvl Target must have been *Pattern Stored* previously if out of sight.

11) Truth V (I*) As *Truth III* except Psion holds for 5 minutes or five statements.

12) Mind Scan (IM) As in *Thought Analysis*, except caster can also scan target's conscious memories.

14) Truthtrance I (I) **D:** 1 hour **R:** 10m More powerful than the *Truth* Psions, all deliberate lies within range and duration are detected. Unlike the *Truth* Psions above, caster is immobile and unable to speak except to declare lie or truth during the trance, and requires 3 rnds to enter or leave the state. Truthsayer must be physically present for full effect; Targets get a RR as in *Truth* if electronic surveillance used. Caster can be awakened before the hour if his name is called.

15) Far Mind Scan (IM) As *Mind Scan*, except caster's range is 100m/lvl Target must have been *Pattern Stored* previously if out of sight.

20) Truthtrance III (I) As *Truthtrance I*, except duration is 3 hours.

25) Mind Probe (IM) As in *Mind Scan* except caster can probe target's subconscious memories (i.e., all experiences).

30) Truth True (I) As *Truth I*, except duration is 1 statement or 1 min per lvl.

50) Truthsaying (I) As *Truthtrance I*, except duration is up to 5 hours, caster is able to speak freely, and is at -50 to other activity (no other Psions may be cast).

INTERFACE

Note: The Interface list deals with a Telepath's ability to tap into electronic data storage systems. The computer being scanned/affected receives a RR based on it's Mk. # (Mk # equals level). If an Android, the Android level is used. Note that the designation "touch" for most means that the Telepath must be within 1 meter of the Central Processing Unit or in contact with a full-function terminal. Telepaths may use their Computer Technics skill as a direct bonus versus computer resistance rolls (not useable against Androids).

1) Configuration Scan (U) **D:** — **R:** T Telepath gains a basic understanding of the computer's nature: Mk. #, programs in memory, languages utilized. It also will provide the level and profession of an Android. It normally needs to be cast before the Telepath is able to utilize most of the Psions below.

2) Interface I (U) **D:** 1 minute/lvl **R:** T Allows the Telepath to directly link his nervous system with the circuits of a computer. It must be cast before the Telepath can employ the Data access and other Psions below.

3) Utilize Language (U) **D:** V **R:** T Allows the Telepath to understand any one language used by the computer currently Interfaced with. This might be necessary in order to gain access to certain data, attempt a security override, etc.

4) Locate Data (U) **D:** — **R:** T Caster may scan the database for specific (unrestricted) information related to one key term (such as a name) and read one file related to that term. This is not as sophisticated as *Data Search*, which allows the caster to quickly scan through all records related to a topic and select the one(s) desired. It is not very useful when dealing with large ship or planetary databases, being more appropriate for small equipment memory.

5) Data Copy (U) **D:** — **R:** T Allows the caster to copy into his own memory one file located via Data scan (or called up using normal methods).

6) Override Security I (F) **D:** — **R:** T Using this Psion, a Telepath may attempt to bypass a Level I security system. The security system resists at 10th level. Should the Telepath fail, he may try again after 25 hours. Once the Telepath has overridden a certain security program, a regular computer operator may then access the files (until log-off).

7) Enhance I (F) **D:** C **R:** T By using this Psion, an *Interfaced* Telepath can enhance any computer processor by one Mk#. Normally the Telepath cannot perform in this manner for more than 1 minute per level per day.

8) Data Search I (U) **D:** C **R:** T Caster may search a large database for any information which relates to a given topic, and quickly scan such for what is desired. Concentration is required, and the time may vary with complexity of the search.

9) Override Security III (F) As *Override Security I*, except that caster may attempt to defeat Level II (20th lvl) or III (30th lvl) security programs.

10) Interface True (F) **D:** 10 min/lvl **R:** T This Psion bypasses the need to cast *Configuration Scan* and *Utilize language*, and also has a longer duration.

11) Enhance V (F) Similar to *Enhance I*, except caster may increase a computer's processing capacity by five Mk #'s.

12) Add Data (F) **D:** C **R:** T Caster may add information to any memory storage system. He cannot add information to existing files (that is considered "alteration").

13) Delete Data (F) **D:** C **R:** T Caster may delete part or all of one datafile. Programs, command files and basic system files cannot be deleted.

14) Override Security V (F) As *Override Security I* except caster may attempt to defeat level IV (40th lvl) and level V (50th lvl) security.

15) Enhance True (F) As *Enhance I*, but allows the caster to enhance a computer by Mk. #'s equivalent to his level. In cases where a computer's processing is crippled or destroyed, the Telepath can even act as the processor (up to their level in processing capacity). Normally the Telepath cannot perform in this manner for more than 10 minutes per level per day.

20) Alter Data (F) **D:** C/V **R:** T Allows caster to alter the information on one datafile.

25) Purge Data (F) **D:** — **R:** T Allows the caster to purge any datafile, group of datafiles related to a key term (e.g., a name) or any command, program or system file.

30) Alter Data True (F) **D:** C **R:** T Allows caster to alter certain data every time it occurs, even in very large datafiles. Also allows the caster to alter a program.

50) Interface Master (F) **D:** 10 min/lvl **R:** T After casting this Psion, the Telepath may freely cast any other Psions on the list.

MIND DETECTION

1) Presence (P*•) **D:** C **R:** 3m/lvl Caster is aware of the presence of all sentient/thinking beings within his range.

3) Mind Pattern (P*) **D:** C **R:** 3m/lvl Caster gets general idea of the race and level of one entity being scanned; entity must first (if not in sight) be located via *Presence*.

5) Pattern Store (P*) **D:** — **R:** 3m/lvl Caster stores mental pattern of target; can be later used to locate that specific sentient through *Mind Pattern, Mind Location,* or *Mind Compass*.

6) Pattern Analysis (I*) **D:** — **R:** 3m/lvl Caster gets race, profession, and level of target.

7) Mind Location (I) **D:** C **R:** 30m/lvl Caster gets direction and distance to any one unshielded mind which he has *Pattern Stored*.

8) Mind Compass (I) **D:** C **R:** 300m/lvl Caster gets direction to any unshielded *Pattern Stored* mind he desires.

9) Presence True (P*) **D:** C **R:** 30m/lvl Caster can discern presences in one 10 meter radius up to 50 meters away.

10) Awareness (I*) **D:** C **R:** 3m/lvl As *Presence,* plus a general knowledge of the actions of each being in range (e.g., being is firing a weapon, but not what kind of weapon, or at whom).

12) Proximity Warning (S*) **D:** 1 hr/lvl **R:** 3m/lvl Caster is immediately alerted (even awakened from sleep) when a Presence enters the range. Comrades' presences can be 'filtered' to not trigger the Psion, if *Pattern Stored*.

13) Mind Tracking (I) **D:** 1 hr/lvl **R:** 30m/lvl As *Mind Location* except caster is constantly aware of the location of the target in relation to himself.

14) Mass Patterning (I) As *Mind Pattern*, except caster may 'pattern' one being per round.

15) Awareness True (I) As *Awareness*, except that caster is aware of more specific information (e.g., someone is firing a laser at target x).

20) Proximity Warning True (S*) As *Proximity Warning*, except caster immediately gains data from the intruding presence(s) as if *Pattern Analysis* and *Pattern Store* had been cast.

25) Mind Location (I) As above, except range is 10 km/lvl

30) Mind Compass True (I) As above, except range is unlimited.

50) Mind Location True (I) As above, except range is unlimited, *and* caster can have *Awareness* 20mR around the target.

INTERFACE	MIND DETECTION	MIND IN THE PAST
1) Configuration Scan	1) Presence * c •	1) Origins
2) Interface I	2)	2) Flash Behind (1 day/lvl)
3) Utilize Language	3) Mind Pattern * c	3)
4) Locate Data	4)	4)
5) Data Copy	5) Pattern Store *	5) Item Purpose
6) Override Security I	6) Pattern Analysis *	6) Past Sight (1 day/lvl) c
7) Enhance I c	7) Mind Location (30m/lvl) c	7)
8) Data Search I c	8) Mind Compass (300m/lvl) c	8) Flash Behind (1 yr/lvl)
9) Override Security III	9) Presence True * c	9) Delving
10) Interface True	10) Awareness * c	10) Past Patterning
11) Enhance V c	11)	11) Past Sight (1 yr/lvl) c
12) Add Data c	12) Proximity Warning * s	12) Past Compass
13) Delete Data c	13) Mind Tracking	13) Flash Behind True
14) Override Security V	14) Mass Patterning * c	14) Past Location
15) Enhance True c	15) Awareness True * c	15) Past Sight (10 yrs/lvl) c
20) Alter Data c	20) Proximity Warning True * s	20) Event Lock
25) Purge Data	25) Mind Location (10 km/lvl) c	25) Past Analysis
30) Alter Data True c	30) Mind Compass True c	30) Past Sight (1000 yrs/lvl) c
50) Interface Master	50) Mind Location True c	50) Past Sight True c

MIND IN THE PAST

1) Origins (I) **D:** — **R:** T Gives the area of origin of the item (a planet, if the item is extra-terrestrial), the race of the being who made it, and when it was made (within 10% of total actual age).

2) Flash Behind (1 day/lvl) (I) **D:** one second **R:** T Caster gets a 'flash' silent image of an event associated with a given item or place, up to 1 day in the past per level of caster. Image is of a random, but relatively significant event. Flash is too quick for caster to make out more than most prominent persons or nearby objects.

5) Item Purpose (I) **D:** — **R:** T Caster gains detailed understanding of a given item or place's original intended purpose.

6) Past Sight (1 day/lvl) (I) **D:** C **R:** T As Flash Behind, except the view of the past lasts as long as the caster concentrates (is in a trance, in this case). Caster also receives aural input, and can travel up and down the time range at up to 10x normal time speed. Time range of Psion is 1 day/lvl of caster.

8) Flash Behind (1 yr/lvl) (I) As Flash Behind (1 day/lvl), except time range is 1 year per level.

9) Delving (I) **D:** — **R:** T Combines the abilities of Origins and Item Purpose, also providing the name of the creator, the exact date and location of construction, and the material makeup if an item.

10) Past Patterning (I*) **D:** — **R:** S Caster may cast this Psion while in a Past Sight; it saves the image/mental pattern of a person that can later be used with another Past Sight to key in on the saved image in another place or time. This Psion may be cast even though Past Sight requires concentration.

11) Past Sight (1 yr/lvl) (I) As Past Sight (1 day/lvl) above, except time range is 1 year per level.

12) Past Compass (I) **D:** V **R:** T When cast before a Past Sight it allows the caster to scan the past very rapidly, seeking the temporal location of significant events.

13) Flash Behind True (I) As Flash Behind, except time range is unlimited. Image is usually of most significant event in item's past (e.g., death of a ring's wearer while it was worn).

14) Past Location (I) **D:** — **R:** S If caster has a general description concerning an event or place relating to an item to be used in a Past Sight, casting this Psion first will key on to the event or place in time most closely matching the description.

15) Past Sight (10 yrs/lvl) (I) As Past Sight above, except time range is 10 yrs/lvl.

20) Event Lock (I*) **D:** 1 min/lvl **R:** S Allows caster to stop concentration while using Past Sight. He is, in essence, locked in the past time and place. Though he has not physically travelled there, he is able to cast Psions from the **Mind Detection** and **Mind's Eye** lists for the Psion duration. *Note:* A GM may wish to associate an element of danger with this Psion: for every 10 yrs in the past, there is a chance (.1% x 1 minute stayed, round down) however, that the caster is unable to return; his body a mindless vegetable in the present while his mind is caught up in the past.

25) Past Analysis (I*) **D:** — **R:** 3m Allows the caster, while using a Past Sight Psion, to perform a Pattern Analysis (6th lvl **Mind Detection**) on anyone in the Sight. This Psion does not entail any risks, unlike Event Lock. This Psion may be cast even though Past Sight requires concentration.

30) Past Sight (1000 yrs/lvl) (I) As Past Sight above, except time range is 1000 yrs/lvl

50) Past Sight True (I) As Past Sight above, except time range is unlimited.

28.2
FIELD OF ALTERATION

TELEKINETICS

1) Manipulate I (F) **D:** C **R:** 3m/lvl Caster is able to operate one control switch, button, lever, etc., for the duration. Only one control may be manipulated per Psion, and it must be of a type operable by one finger (e.g., not a huge lever).

2) Levitation I (F) **D:** 1 min/lvl **R:** S Allows caster to move up and down vertically 3m/rnd, horizontal movement is possible only through normal means.

3) Mind's Hand (F) **D:** C **R:** 30m Caster can move one object, up to 1 kg/lvl in mass, .5m/second with no acceleration. Living beings or items in contact with a living being get normal RR based on the being's level. Items moved about with *Mind's Hand* do not have enough kinetic force for an effective attack. See *Hurling*.

4) Deflection I (F*) **D:** — **R:** 30m Deflects one missile attack (includes thrown weapons) or projectile attack (up to Mark V or equivalent; not an energy attack). A "Burst" attack from a projectile weapon receives a -20 modification **or** one missile or projectile (Mark I-V or equivalent; not an energy attack) receives a -100 mod. In order for the caster to "deflect" an attack, it must be in the his field of vision and must pass within 30m (it need not be directed at him)

5) Levitation (F) As above, except rate is 15m/rnd.

6) Manipulate True (F) **D:** C **R:** 3m/lvl As *Manipulate* above, except Caster may operate the number of controls equal to his level each round.

7) Flight (F) **D:** 1 min/lvl **R:** S Caster can fly at a rate of 5m/rnd (or 1.8 kph).

8) Mind's Hand (F) As above, except object of up to 10 kg/lvl may be moved.

9) Deflections II (F*) As *Deflection I* with one of the following additional options: **a)** "deflect" one additional attack; **or b)** increase the "deflect" mod. of one missile/projectile attack by -100 (not a "burst" attack) **or c)** increase the "deflect" mod. of one "burst" attack by -20 **or d)** "deflect" a second attack in the next Fire Phase (e.g., one in Fire Phase A and one in Fire Phase B); **or e)** increase the range to the "deflected" attack by 30m. ***Example:*** *This Psion can* **a)** *"deflect" two attacks;* **or b)** *"deflect" one missile/projectile attack with a -200 modification;* **or c)** *"deflect" (-40 mod) one "burst" attack;* **or d)** *"deflect" two attacks in sequence (e.g., one in Fire Phase A and one in Fire Phase B);* **or e)** *"deflect" one attack passing within 60 m.*

10) Hurling I (F) **D:** — **R:** 60m Caster may "hurl" one object of 1 kg or less mass with sufficient force to deliver an Impact Critical Hit. The attack is made on the Melee Weapon Attack Table (see Tech Book) as a normal "Thrown Weapon" attack. The caster may modify the attack roll by his Em/SD (average) stat bonus **and** his Directed Psion skill rank bonus **and** a range modifier (+50 - 1/meter).

11) Levitation (F) **D:** 10 minutes/lvl **R:** 3m/lvl Note that this levitation allows the caster to lift other objects than himself, but allows no lateral movement. Mass limit is 100 kg/lvl, and object can be moved as quickly as 3m/rnd in the vertical plane — as long as object does not pass out of range.

12) Deflections III (F*) As *Deflections II* except caster may use two of the additional options with the *Deflection I* Psion (the same option may be selected twice). ***Example:*** *"Deflect" 3 attacks* **or** *"deflect" one attack within 90m* **or** *"deflect" one "burst" attack with a -60 mod* **or** *etc.*

13) Landing True (F*) Caster can land safely from a fall of any height, in any gravity field (up to 10x Terran normal) 99% of the time.

14) Mind's Hand V (F) As above, except caster may move an object up to 100 kg/lvl, or a number of objects equal to his level, each massing 100 kg, or any combination between. Caster can control and move the objects simultaneously and independently as long as the remain within range.

15) Deflections V (F*) As *Deflections II* except caster may use four of the additional options (the same option may be selected more than once).

20) Deflections True (F*) All missile/ projectile attacks (up to and including Mark V attacks) made against caster during the round of Psion effect are at -100 **or** one missile/projectile attack up to and including Mark X is at -100.

25) Hurling III (F) As *Hurling I*, except caster may hurl up to three objects, each of 1 kg/level in mass, at one target. The caster must divide his stat bonus and Directed Psion skill bonus between the attacks, but each attack receives the mod. for range and a +2 bonus/kg of mass.

30) Reaiming (F*) **D:** — **R:** S All missile/ projectile attacks made against caster are reversed towards their source with a +10 mod. (i.e., make the normal attack for the "reaimed" missile with a +10 mod.).

50) Mind's Hand (F) As below, except range is 10m/lvl and caster may move an object up to 1000 kg/lvl in mass.

MIND OVER MATTER

1) Warm Matter (F) **D:** 25 hrs **R:** T Caster can warm up to 1 cubic meter/level of solid material to 40° Centigrade.

2) Cool Matter (F) **D:** 25 hrs **R:** T Caster can cool up to $1m^3$/level of solid material to 0° Centigrade. If trying to affect a very hot object (such as an overheating reactor) caster can reduce the temperature by 30° (but never lower than 0).

3) Portal Jam (F) **D:** 25 hrs **R:** T Caster can cause any portal (as large as 3m x 3m x 5cm) to jam by manipulating temperature and/or humidity. Door can only be opened by breaking through, or by casting another *Portal Jam* to reverse the first — which receives a RR. Door can be jammed open or shut.

4) Heat Matter (F) **D:** 1 min/lvl **R:** T As *Warm Matter*, except temperature can be raised to 200° C. at the rate of 50° per round. Caster is immune to this heat.

5) Chill Matter (F) **D:** 1 min/lvl **R:** T As *Cool Matter*, except caster can lower temperature to -50° C. or cool something as much as 100° — but never lower than -50. Caster is immune to the cold.

6) Psion Shield (D*) **D:** C **R:** S Creates a shimmering, transparent energy shield in front of the caster, which subtracts 20 from all frontal Psion Attack Rolls. If the Caster performs no other actions during the round, he can 'parry' one Psion attack. Parry consists of diverting his own normal Psion attack bonus (normally +1/lvl)to defense (in addition to the +20), therefore subtracting it from the attack roll being made against him.

7) Refresh Atmosphere (F) **D:** P **R:** T Caster can convert up to 10 cubic meters of air per level. Stale, carbon-dioxide laden air is altered to a fresh, breathable mix. Poison gases make a RR against this Psion based on their attack level.

8) Vacuum (F) **D:** — **R:** 30m Creates a 5m radius near-perfect vacuum for an instant; all within the radius take a "B" Impact critical as the air leaves, then returns implosively.

9) Shatter (F) **D:** — **R:** 3m/lvl Causes any one non-metallic object of up to 1000 cm^3 (10x10x10) to shatter. Target must be a single piece of material, not a multi-part object. Those nearby may suffer damage: a Mark I or II Shrapnel Grenade attack (GM: base the Mark # on size and composition of object).

10) Disintegration (F) **D:** P **R:** T Caster can cause an object of up to 1 kg in mass or 100cm in volume to disintegrate into dust. This could include an entire 'unit' (such as a small gun or other assembled device).

TELEKINETICS	MIND OVER MATTER	TELEPATHY
1) Manipulate I c	1) Warm Matter	1) Phrase *
2) Levitation I	2) Cool Matter	2) Speak (T)*
3) Mind's Hand I c	3) Portal Jam	3) Phrase (10m/lvl) *
4) Deflection I *	4) Heat Matter	4) Speak (3m/lvl) *
5) Levitation (15m/rnd)	5) Chill Matter	5) Phrase (10 km/lvl) *
6) Manipulate True c	6) Psion Shield * c	6) Listen (T) * c
7) Flight	7) Refresh Atmosphere	7) Speak (10 km/lvl) *
8) Mind's Hand (10 kg/lvl) c	8) Vacuum	8) Mass Speech * c
9) Deflections II *	9) Shatter	9) Speech True (10m/lvl) *
10) Hurling I	10) Disintegration	10) Telepath (10m/lvl) * c
11) Levitation (100 kg/lvl)	11) Psion Armor *	11) Master of Speech (10m/lvl) *
12) Deflections III *	12) Heat Matter (10 cumet/lvl)	12) Mass Speech True *
13) Landing True *	13) Chill Matter (10 cumet/lvl)	13) Far Phrase (1 LM/lvl) *
14) Mind's Hand (100 kg/lvl) c	14) Undoor	14) Telepath True (10m/lvl) *
15) Deflections V *	15) Great Vacuum	15) Distant Phrase *
20) Deflections True *	20) Unstone	20) Lord Telepath *
25) Hurling III	25) Mold Matter c	25) Far Speak* c
30) Reaiming *	30) Eyes of Disintegration	30) Far Telepath True *
50) Mind's Hand (1000 kg/lvl) c	50) Transmutation	50) Distant Telepath True *

11) Psion Armor (D*) **D:** — **R:** S All Psion Attack Rolls made against the caster this round are modified by -50.

12) Heat Matter (F) As above, except that volume is 10 cubic meters/lvl and caster can raise temperature as high as 500° (or until material melts).

13) Chill Matter (F) As above, except that volume is 10 cubic meters/lvl, and caster can cool objects by as much as -200° C.

14) Undoor (F) **D:** P **R:** 3m Causes any single door or portal (as large as 3m x 3m x 5cm) to vaporize totally.

15) Great Vacuum (F) **D:** — **R:** 30m As Vacuum, except that the target radius is 10 m, and a "D" severity Impact critical is delivered to all within the radius.

20) Unstone (F) **D:** P **R:** 10m Caster can disintegrate as much as 100 cubic meters of rock or earth per level. Metal, living flesh and artificial substances are unaffected.

25) Mold Matter (F) **D:** P/C **R:** T Caster may shape up to 1000 cubic centimeters of any matter by molding it with his hands like putty. Material is soft while caster concentrates; rehardens in new form immediately afterwards.

30) Eyes of Disintegration (F) **D:** 1 rnd/lvl **R:** 3m/lvl Caster can use any one of the following Psions once per round for the duration and at the range of this Psion: Shatter, Disintegration, Undoor, and Unstone. Caster need only look at the target and will the Psion to be cast.

50) Transmutation (F) **D:** P **R:** T Caster can transmute 10 grams of any element into 10 grams of any other element that the caster has a sample of. Useable but once per 25 hour day.

TELEPATHY

Note: all Telepathic communication is instantaneous.

1) Phrase (I*) **D:** 3 words/images; 1 rnd **R:** T The Caster may mentally 'speak' to any one other sentient being. Unless the other being perceives reality in a radically different way, communication should be fairly clear, as Telepathy translates into thought-images rather than words. Note that caster can speak with this Psion, but cannot get a reply (unless he casts Hear or the other is also a Telepath and casts Phrase or Speak.)

2) Speak (I*) **D:** C **R:** T As Phrase, except caster may 'speak' as long as he wishes to concentrate.

3) Phrase (I*) As above, except range is 10 meters/lvl.

4) Speak (I*) As above, except range is 3 meters/lvl.

5) Phrase (I*) As above, except range is 10 kilometers/lvl.

6) Listen (I*) **D:** C **R:** T Caster is able to 'hear' communication produced in the mind of another sentient. Sentient must understand what he/it is to do (can be told via Speech), wish to cooperate, and be in physical contact with caster. Note that, to carry on a conversation, the caster will have to cast a Psion every time he speaks and listens (until he can cast one of the 'True' Psions below).

7) Speak (I*) As above, except range is 10 km/lvl.

8) Mass Speech (I*) **D:** C **R:** 30m Caster may mentally speak to a number of individuals equal to his level within range. All 'hear' everything the caster 'says'.

9) Speech True (I*) **D:** 1 rnd/lvl **R:** 10m/lvl As above, except caster need not concentrate. Note that caster can only speak to one target at a time; to change focus he must re-cast the Psion.

10) Telepath (I*) **D:** C **R:** 10m/lvl Caster may mentally Speak and Listen to one other sentient for as long as he concentrates.

11) Master of Speech (I*) **D:** 1 rnd/lvl **R:** 10m/lvl Caster can interchange the powers of Speak and Mass Speech at will for the duration of the Psion.

12) Mass Speech True (I*) **D:** 1 minute/lvl **R:** 10m/lvl As Mass Speech, except caster need not concentrate.

13) Far Phrase (I*) **D:** — **R:** 1 Light-minute/lvl As above, except range is interplanetary in scope.

14) Telepath True (I*) **D:** 1 minute/lvl **R:** 10m/lvl As Telepath, except caster need not concentrate.

15) Distant Phrase (I*) **D:** — **R:** 10 Light-years/lvl As above, except range is interstellar.

20) Lord Telepath (I*) As Telepath True, except caster may speak and listen to as many as 20 people over the duration of the Psion.

25) Far Speak (I*) **D:** C **R:** 1 Light-minute/lvl As Speak, except range is interplanetary in scope.

30) Far Telepath True (I*) As Telepath True, except range is 1 Light-minute/level.

50) Distant Telepath True (I*) As Telepath True, except range is 10 Light-years/level.

MIND INTO ENERGY

1) Energy Perception (P) **D:** C **R:** 3m/lvl
Caster is able to trace and perceive energy potentials and flows (such as in power supplies and circuits). Adds +10 to all repair rolls on such devices.

2) Drain Energy (F) **D:** — **R:** T Allows caster to totally drain the power from one personal equipment power supply (non-flamer) in one round (a cell, cartridge or pack; but *not* a reactor). Caster must touch the power supply itself, not simply the machine it is in. Energy is radiated harmlessly by the caster.

3) Radiation Shield (D) **D:** 1 min/lvl **R:** S
Caster's radiation protection level is raised by 1 factor (Radiation criticals are reduced in severity by 1).

4) Electric Charge (F) **D:** — **R:** T Caster delivers an "A" Electricity critical to target that fails to resist.

5) Human Battery (F) **D:** C **R:** T Caster is able to power any piece of equipment which normally requires one non-flamer "cell". If 10 power points are used, the caster can provide power in place of a "cartridge". If 15 power points are used, the caster can provide power in place of a "pack".

6) Energy Dispersal I (F*) **D:** — **R:** S
Caster can absorb part of the effects of one energy attack (e.g., laser, blaster, plasma rifle) directed against him. Attack is at -100. (attacker must be in caster's field of vision).

7) Drain Energy (10m/lvl) (F) As above, except caster can drain a personal equipment power supply (non-flamer) up to 10m/lvl away. Power supply may be in a weapon or device, and can be in operation. Items on a person's living body, however, receive a RR based on the person's level.

8) Radiation Armor (D) As *Radiation Shield*, except caster's radiation protection factor is raised by 2 factors.

9) Cloaking (F) **D:** C **R:** S Allows caster to 'warp' scanner and sensor beams so that he has a chance of not being so detected. Bonus is base 10, +2 per level.

10) Energy Dispersal III (F*) As *Energy Dispersal I*, except caster may subtract 100 from any three attacks made against him. Alternatively, caster may subtract 300 from one attack, or any combination between. Attacker(s) must be in caster's field of vision.

11) Charge Power Supply (F) **D:** C,V **R:** T
Caster draws energy from about him to charge a personal equipment power supply (non-flamer). If there is a reactor or similar high-energy source nearby

(within 10m), caster requires: 1 min. for an cell, 10 min. for a cartridge, and 15 minutes for a pack. A GM may allow larger power supplies to be recharged (e.g., 2 hrs for a vehicular energy cell cluster). If no high-energy source near, charge times are multiplied x10.

12) Power Surge (F) **D:** — **R:** T Caster is able to cause a damaging power surge in a device or system; item which must be already activated or charged. Level of damage is dependant upon PP's expended: 1x (12PP) grants a *Routine* malfunction. 2x (24PP) causes a *Light* malfunction, etc. (See the Malfunction/Repair Table in the Tech Book **or** make a percentile roll and treat as minutes x multiplier for time to repair.) The system invariably ceases functioning, then the GM should make the roll on the table to determine severity.

13) Energy Dispersal V (F*) As *Energy Dispersal III*, except caster can subtract 100 from any five attacks made against him **or** form an energy burst attack from one weapon. Attacker(s) must be in caster's field of vision.

14) Energy Retaliation (F*) **D:** — **R:** S
Caster can reverse any one energy attack made against him. The original attacker must receive the energy attack with a +10 bonus.

15) Human Battery True (F) **D:** 1 rnd/lvl **R:** 1m As *Human Battery*, except caster need not concentrate to maintain the Psion, and the item to be powered must only be within 1 meter.

20) Energy Dispersal True (F*) As *Energy Dispersal*, except all energy attacks made against the caster in the round the Psion is cast are at -100. Caster need not be able to see the attacker(s).

25) Power Enhancing (F) **D:** C (max 15 hours/day) **R:** T Caster is able to increase the power output of any system by one increment. Telepath must, in this case, stay in the engine room with hands on the drives. ***Note:*** *In Star Strike* and ***Armored Assault*** *this would translate into Mark Number, Function Rating or Displacement Rating (e.g., a starship with Sublight Acceleration Rating (SAR) of 6, if this Psion was used on it, would have an effective SAR of 7).*

30) Power Routing (F) **D:** C **R:** 30m
Caster is able to act as a human power conduit and transformer. He can tap into reactor as far as 30m away and charge a power supply 30m in the other direction, as per *Charge Power Supply* for time required. If there is a ship critical indicating "severed power conduit..." he can annul it by acting as the conduit.

50) Power Enhancing True (F) As *Power Enhancing* except caster can *double* a system's function rating. ***Note:*** *In Star Strike* and ***Armored Assault*** *this does not necessarily mean that the net output (DB, Acceleration, etc.) is doubled. Consult the declining return ratios detailed in the construction rules.*

CONCEALMENT

Note: *Concealment allows the Telepath to hide himself from visual and electronic detection.*

1) Overlook I (M) **D:** C **R:** 30 m **Mod:** -20
Caster is able to cause one person to "overlook" him. Caster cannot move, and any stimulus target receives other than visual regarding caster will annul the Psion. ***Example:*** *Burke Carter, Interstellar spy and Telepath, is searching a room when he hears someone coming. As the target enters, Burke casts* Overlook I. *The target fails and does not see Burke standing in the corner. However, poor Burke cannot control a sneeze. Immediately the target looks in Burke's direction and sees him.*

2) Chameleon (U) **D:** 1 min/lvl **R:** S
Caster (including all garments and equipment) will change color to match the nearest surroundings. This adds +60 to Hiding, +30 to Stalking.

3) Cloaking I (P) **D:** 1 min/lvl **R:** S Caster gains +10 vs detection by electronic means (scanners, sensors, radar). It is *not* cumulative with electronic or mechanical EW equipment.

5) Hiding (M) **D:** C **R:** S **Mod:** -20 Similar to *Overlook I* except caster is "Invisible" to all (each target may still make a Resistance Roll). Caster must remain immobile; any movement or noise will cancel the Psion.

6) Overlook III (M) As *Overlook I*, except caster may affect 3 types of sensory input of one target (sight, hearing, touch, taste, smell) **or** up to 3 separate targets. ***Note:*** *because this Psion affects areas of the brain rather than actual senses, it can be used to inhibit Kashmerian ability to detect Replicants .*

7) Cloaking III (P) As *Cloaking I* except caster is able to modify detection attempts by -30.

8) Hiding True (M) **D:** C **R:** S As *Hiding*, except no RRs are made; caster is truly "invisible". He must remain immobile.

10) Invisibility (U) **D:** 1 min/lvl **R:** S
Caster cannot be seen by normal visual means, and is able to move freely. Any offensive action (firing a weapon, striking someone, activating a personal energy shield) will cancel the Psion.

MIND INTO ENERGY	CONCEALMENT	ARMOR
1) Energy Perception c	1) Overlook I c	1)
2) Drain Energy	2) Chameleon	2) Radiation Shield *
3) Radiation Shield	3) Cloaking I	3) Shield I
4) Electric Charge	4)	4) Armor (AT4)
5) Human Battery c	5) Hiding c	5)
6) Energy Dispersal I *	6) Overlook III c	6) Radiation Armor I *
7) Drain Energy (10m/lvl)	7) Cloaking III	7) Armor (AT8)
8) Radiation Armor	8) Hiding True c	8) Shield II
9) Cloaking	9)	9)
10) Energy Dispersal III *	10) Invisibility	10) Armor (AT12)
11) Charge Power Supply c	11) Overlook V c	11) Radiation Armor III *
12) Power Surge	12) Cloaking V	12) Shield III
13) Energy Dispersal V *	13)	13) Radiation Armor 3m R * c
14) Energy Retaliation *	14)	14) Armor (AT16)
15) Human Battery True	15) Cloaking X	15) Shield V
20) Energy Dispersal True *	20) Cloaking True	20) Lord Armoring (AT20)
25) Power Enhancing c	25) Invisibility True	25) Radiation Armor V *
30) Power Routing c	30) Cloaking True c	30) Hull Armoring I c
50) Power Enhancing True c	50) Invisibility True	50) Hull Screen c

11) Overlook V (M) As *Overlook III* except one sense of 5 targets or all five senses of one target may be affected.

12) Cloaking V (P) As *Cloaking I*, except caster is able to reduce detection attempts by 50.

15) Cloaking X (P) As *Cloaking I*, except detection attempts are modified by -100.

20) Cloaking True (P) **D:** 1 min/lvl **R:** 3m R As *Cloaking I* except caster may "cloak" all within 3 meters, subtracting 1 per level from electronic detection attempts (e.g., at 25th level, all scanner and sensor rolls are at -25).

25) Invisibility True (P) **D:** 1 min/lvl **R:** 3m/lvl R Allows the caster to cause up to one individual per five levels to become invisible (thus, five — including himself — at 25th level). Each person's invisibility is treated as a separate Psion for cancelling effects.

30) Cloaking True (F) **D:** C **R:** 3m/lvl R This very powerful Psion enables the caster to 'cloak' an area up to 3 meters per level around him (a 180 meter diameter sphere at this level) from Electronic detection, subtracting 1 per level from such attempts (+30 to cloaking at this level). The Psion must be applied to one object (such as a vehicle or spacecraft). It is *not* cumulative with electronic EW/Stealth equipment.

50) Invisibility True (F) **D:** 1 hour/lvl **R:** 3m/lvl R The ultimate stealth Psion, *Invisibility True* not only subtracts 100 from all electronic detection attempts (Sensor Scans) but also renders a single craft within the radius *invisible*. It will be cancelled by offensive actions or activating deflector shields.

ARMOR

Note: Armor deals with the manipulation of energy to protect the Telepath from physical attacks and radiation.

2) Radiation Shield (F*) **D:** 1 min/lvl **R:** S The cast creates a frontal radiation barrier, reducing any radiation critical by one severity level. (e.g., a "C" radiation critical becomes a "B", etc.)

3) Shield I (D) **D:** 1 min/lvl **R:** S Caster projects a shimmering force barrier which subtracts 10 from all frontal attacks. He may also parry attacks using his Directed Psion skill bonus developed for this purpose.

4) Armor (AT4) (D) **D:** 1 min/lvl **R:** S For the duration of the Psion, caster is enveloped in an energy field which acts as Armor Type 4.

6) Radiation Armor I (F*) **D:** 1 min/lvl **R:** S As *Radiation Shield*, except caster is protected from all directions.

7) Armor (AT8) (D) **D:** 1 min/lvl **R:** S Caster is enveloped in an energy field which acts as Armor Type 8.

8) Shield II (D) **D:** 1 min/lvl **R:** S As *Shield I* except frontal DB bonus is 20.

10) Armor (AT12) (D) **D:** C **R:** S Caster is enveloped in an energy field which acts as Armor Type 12.

11) Radiation Armor III (F*) **D:** 1 min/lvl **R:** S As radiation Armor I, except severity of radiation is reduced by 3 levels (a "D" becomes a "A", a "C" or below is ignored, etc.).

12) Shield III (D) **D:** 1 min/lvl **R:** S As *Shield I* except frontal DB bonus is 30.

13) Radiation Armor 3m R. (F*) **D:** C **R:** S As *Radiation Armor I*, except caster is able to protect everyone in a 3 meter radius (provided the radiation source is not within the radius as well).

14) Armor (AT16) (D) **D:** 1 min/lvl **R:** S Caster is enveloped in an energy field which acts as Armor Type 16.

15) Shield V (D) **D:** 1 min/lvl **R:** S As *Shield I* except frontal DB bonus is 50.

20) Lord Armoring (AT20) (D) **D:** 1 min/lvl **R:** S Caster is enveloped in an energy field which acts as Armor Type 20.

25) Radiation Armor V (D) **D:** 1 min/lvl **R:** S Caster is immune to all *Radiation* criticals (not including *Heat* and *Electricity* critical).

30) Hull Armoring I (D) **D:** C **R:** T This Psion allows the caster to increase the hull strength of any Construct Armor Type vehicle he is in contact with by one level (to a maximum of 28). Caster is limited in that he cannot reinforce the hull of a craft massing more than 1000 tons x his level (e.g., a 30th level Telepath could raise a 30,000 ton craft of CAT 25 to CAT 26). Due to the powerful nature of the Psion, the caster must concentrate throughout. Only one such Psion can be in effect on a given construct.

50) Hull Screen (D) **D:** C **R:** T Allows the caster to create or augment an energy screen around a craft he is in contact with. Same mass restrictions as *Hull Armoring I* apply. The screen defensive bonus is 1 per level, so a 50th level would add 50 to a ship's DB. *Note: for any critical delivered which indicates that screens are down or damaged, caster must make a Psion Failure Roll.*

28.3

FIELD OF CONTROL

VOICE

Note: All Psions on this list (which specifically mention that the caster speaks) are ineffective unless the target has at least two skill ranks in the language used. Regarding Psions with extended durations, once the target has failed the initial attack, the caster can continue to control him via vocal communication, though with each such command there is a 10% chance the target will snap out of the control.

2) Question (M) **D:** — **R:** 3m Target must answer one, single-concept question truthfully.

4) Befriend (M) **D:** 1 min/lvl **R:** 10m Target believes that caster is his friend (but will not necessarily obey an order from caster). Caster must speak to target at least once per round, though this does not require concentration.

5) Command (M) **D:** — **R:** 10m Target will obey a single command (up to 3 words) from caster, e.g., "drop your gun!". If the command is for inaction (such as "don't move!"), the target is at 25% of activity and technically 'static' for the remainder of the round.

6) Fear (M) **D:** 1 min/10% failure **R:** 30m Target fears caster and will attempt to flee from his sight.

7) Suggestion (M) **D:** V **R:** 3m Target will follow a single suggested act that is not completely alien to him (e.g., will not suicide, will not blind himself, etc.)

8) Beguile (M) **D:** V **R:** 3m Caster may speak one lie to the target, who will believe it to be absolute truth until presented with irrefutable evidence to the contrary.

9) Holding Word (M) **D:** C **R:** 10m Caster speaks the word "Hold!" Target is forced to meet the caster's eyes and is paralyzed until caster breaks eye contact (stops concentrating).

10) Control (M) **D:** 10 min/lvl **R:** 3m Target must obey the caster as specified in *Suggestion*, but for the duration of the Psion.

11) Sow Suspicion (M) **D:** 1 min/lvl **R:** 10m Caster can use this Psion to turn opponents against each other by making insinuating statements. Targets failing to resist forget the caster and argue amongst themselves.

12) Seduce (M) **D:** 1 hour/lvl **R:** 10m **Mod:** -30 If target of appropriate sexual preference and same race, caster is able to emotionally, sensually, or sexually seduce the target, who will also obey him as in *Control* for the duration. There is a 20% chance that the target is *permanently* emotionally tied to the caster afterwards.

13) True Command (M) **D:** — **R:** 30m **Mod:** -50 As *Command*, except for range and modifier (to target's detriment) and if target ordered to freeze, he is paralyzed for 1 rnd/10 failure.

14) Mass Suggestion (M) **D:** V **R:** 10m R As *Suggestion*, except caster may affect a number of targets equal to his level. Those who fall under the suggestion will automatically attempt to convince any who resist to also follow it (though they will not use force).

15) Control II (M) As *Control*, except caster may simultaneously control two targets.

20) Lord Control (M) **D:** 1 hour/lvl **R:** 30m **Mod:** -20 As *Control*, but with increased effectiveness.

25) Control True (M) As *Lord Control*, except target will obey caster in *all things*, including murder, suicide, etc.

30) Great Control (M) **D:** P **R:** V As *Control True*, except Psion is permanent, until caster dies or annuls it.

50) Mass Control (M) As *Lord Control*, except caster can affect *everyone* in a 100 meter radius.

THOUGHT INTO PAIN

1) Numbing (F) **D:** C **R:** 30m Random limb is numb and useless.

2) Pain (F) **D:** C **R:** 30m Target feels pain, and operates at -30.

3) Choke (F) **D:** C **R:** 3m Target feels something around his neck. First round he is at -10, second round -20, etc., until after 10 rounds he is unconscious (max hits). If the caster wishes to concentrate 10 more, target is dead.

4) Unbalance (F) **D:** — **R:** 30m Target is unbalanced. If he is moving he trips and falls (1-4 rnds to recover); if performing a maneuver he must attempt it at -100.

5) Touch of Disruption (F) **D:** P **R:** T Bones and tissues of target's body are disrupted as if he had fallen a long distance. If target fails his RR, by (1-10) he takes an "A" Impact critical; (11-20) = "B"; (21-30) = "C"; (31-40) = "D"; (41+) "E".

6) Agony (F) As *Pain*, except target operates at -60

7) Pain III (F) Caster may cause *Pain* to three individuals.

8) Choke True (F) As *Choke*, except caster need not concentrate for the Psion to "choke" the target until he is unconscious (takes 10 rounds, but the caster may cancel the Psion at any time). Alternatively, he may concentrate and the target will *immediately* be at -90; then if the caster holds the "Choke" for 10 rnds the target will loses consciousness; if the caster holds the "Choke" for 10 more rnds the target will die.

10) Energy Channel (F) **D:** C **R:** 3m **Mod:** -30 A destructive channeling of raw Psion power. Caster extends hands and bolts of energy lance out to strike the target, who is immediately at -50 and receives one "B" severity Electricity critical per round. Caster must expend 10 PP's *every round* Psion is in effect. (Target only receives the one initial RR.)

12) Agony III (F) Caster may cause *Agony* to three individuals.

13) Disruption (F) As *Touch of Disruption*, except range is 30m

14) True Agony (F) As *Agony*, except duration is 1 rnd/10 failure.

15) Mass Pain (F) Caster may affect a number of targets equal to his level with *Pain*.

20) Energy Channel True (F) **D:** C **R:** 10m **Mod:** -50 As *Energy Channel*, except target is at -90 and receives a "E" Electricity critical every round.

25) Torment (F) As *Pain*, except target is at -90 due to intensity of the discomfort.

30) Disruption True (F) **Mod:** -20 **R:** 60m As *Touch of Disruption*, except for modifier and range, and target takes an "E" Impact if he fails to resist.

50) Thought Into Pain (F) **D:** C **R:** 100m Caster may use any one of the Psions on this list at the rate of one per round as long as he concentrates.

VOICE	THOUGHT INTO PAIN	THOUGHT MASTER
1)	1) Numbing **c**	1) Detect Tampering
2) Question	2) Pain **c**	2) Forget (1 min)
3)	3) Choke **c**	3) Confusion
4) Befriend	4) Unbalance	4) Lapse
5) Command	5) Touch of Disruption	5) Mind Blank
6) Fear	6) Agony **c**	6) Forget (10 min)
7) Suggestion	7) Pain III **c**	7) Mind Restoration
8) Beguile	8) Choke True	8) Unlearning (1 min)
9) Holding Word **c**	9)	9) Forget (1 hour)
10) Control	10) Energy Channel **c**	10) Implant Thought
11) Sow Suspicion	11)	11) Unminding
12) Seduce	12) Agony III **c**	12) Forget True
13) True Command	13) Disruption	13) Unlearning (1 day)
14) Mass Suggestion	14) True Agony	14) Amnesia
15) Control II	15) Mass Pain **c**	15) Implant Memory
20) Lord Control	20) Energy Channel True **c**	20) Cruel Unminding
25) Control True	25) Torment **c**	25) Unlearning True
30) Great Control	30) Disruption True	30) Mind Break
50) Mass Control	50) Thought Into Pain **c**	50) Implant Thought Pattern

THOUGHT MASTER

1) Detect Tampering (M) **D:** — **R:** 3m Allows caster to detect whether the target's mind has been telepathically tampered with (as with the Psions on this list and **Mind Assault** especially). Original 'tampering' Psion may resist detection at the level of the original Psion's caster.

2) Forget (M) **D:** P **R:** 10m Target forgets a 1 min. block of time from his memory; the time lost is the caster's choice.

3) Confusion (M) **D:** 1 rnd/5 failure **R:** 30m Target is incapable of making decisions or taking offensive action. He may continue to fight a current foe or act in self-defense.

4) Lapse (M) **D:** 1 rnd **R:** 30m Target momentarily forgets how to do whatever he was planning to do that round (e.g., the ability to fire his laser he just drew, how to cast a certain Psion, etc.) In addition, he has a -25 modification for one hour to whatever activity/skill was involved. A target making a superior orientation roll might be able to act upon another option that round.

5) Mind Blank (M) **D:** 1 rnd **R:** 30m Target's mind is temporarily blank and he can do nothing.

6) Forget (M) As *Forget*, except duration of lost memory is ten minutes.

7) Mind Restoration (M) **D:** P **R:** T This Psion acts to reverse the effects of other Mind Control and Mind Assault Psions. The original attack Psion must fail a RR (the attack level is the level of the caster of this Psion, the defense level is the level of the caster of the original Psion). If the original attack Psion is not cancelled, the caster of this Psion may not try to cancel it again until he has advanced another experience level. However, another Telepath may try.

8) Unlearning (M) **D:** 1 minute **R:** 30m One of the target's skills has its skill rank reduced to 0 for the duration of the Pson **and** the skill has a -25 mod. for one hour after that. Caster must know that target has the skill before he can make the target *Unlearn* it. (though seeing a blaster in the target's hand is enough for the caster to assume that the target has skill with a blaster ...).

9) Forget (M) As *Forget*, except lost period of memory is one hour.

10) Implant Thought (M) **D:** P **R:** 30m Caster is able to implant one single-concept thought in the target's head. The thought must not be absolutely contrary to the target's normal lines of thinking, or target is at a +50 for his RR. If target resists by more than 25, he perceives what is being attempted.

11) Unminding (M) **D:** 1 rnd/5 failure **R:** 30m Target's mind is completely blank for the duration. He cannot perceive events, time, or activity; he is stunned 1 round after his mind wanders back.

12) Forget True (M) As *Forget*, except period of time lost is up to 1 hour/level.

13) Unlearning (M) As above, except duration is one standard day.

14) Amnesia (M) **D:** 1 day/5 failure **R:** 30m Target forgets who he is, who his friends are, and his entire life background for the duration. He *does* retain all of his skills and Psion knowledge (if any).

15) Implant Memory (M) Caster can implant one memory in target's mind, causing the target to believe that he did or said something in the past. Same restrictions as per *Implant Thought* above.

20) Cruel Unminding (M) **D:** 1 rnd/5 failure **R:** 30m Similar to *Unlearning*, except target "forgets" *all* skills, and is unaware that he has forgotten each one until he tries to use it. Each attempt to cast a Psion inevitably ends in failure; any maneuver or attack is resolved with a skill rank bonus of -25.

25) Unlearning True (M) As *Unlearning*, except effect of Psion is permanent. Target *is* allowed to learn the skill again as if he had never known it.

30) Mind Break (M) **D:** 1 day/lvl **R:** 30m Target's Reasoning, Intuition, and Memory drop to 02 for the duration of the Psion. He may be led about and fed, but is essentially a mindless buffoon and useless. He can take **no** independent action.

50) Implant Thought Pattern (M) **D:** V **R:** 30m Caster can alter target's entire way of thinking (i.e., change his personality, who he thinks his friends are, his 'alignment'). His old memories are repressed, but skills remain unaffected. Target gets to try to resist (and thus cancel) the Psion's effects once every 10 standard days. If cast immediately after an *Amnesia*, the target's RR is modified by -30, and target get's no further RR for the duration of the amnesia.

MIND ASSAULT

1) Distraction (M) **D:** C **R:** 30m Target is at -30 for all actions.

2) Touch of Unconsciousness (M) **D:** — **R:** T Target falls into a state resembling natural sleep. He can be awakened, but is at -25 for the first two rounds afterwards.

3) Disorientation (M) **D:** 1 day/5 failure **R:** 30m Target must subtract 25 from all orientation and initiative rolls.

4) Firenerves (M) **D:** 1 min/lvl **R:** 30m Target's brain receives pain stimulus: target *in effect* receives 50% of his remaining hits. These hits are 'relieved' when the Psion duration expires — unless the target takes more hits than his "total hit points" in the meantime, in which case they become real.

5) Blinding (M) **D:** C **R:** 30m Target is blind and at -90 for all activity.

7) Paralyze (M) **D:** 1 rnd/10 failure **R:** 30m Target is paralyzed.

8) Unconsciousness (M) As *Touch of Unconsciousness*, except range is 30 m.

9) Firenerves True (M) As *Firenerves*, except target's "hits taken" total is increased to 10 less than his "total hit points".

10) Mind Shout (M*) **D:** 1 rnd/10 failure **R:** 3m R Everyone within the radius is a target, and all failing to resist are stunned. As with all of the *Shout* Psions, targets have a +30 to RRs if they are unable to actually hear the shout.

11) Transferral (M) **D:** V **R:** 30m Target's mind and caster's mind are interchanged. The caster can operate at -50 in the target's body. Target in caster's body is inactive but aware. Caster may cancel the Psion at any time (takes 1 rnd); the target can only cancel the Psion if he makes a successful RR (which he gets to attempt every hour). If either body is destroyed (i.e., killed), the Psion is broken and the dead body's original mind is also destroyed. The other mind is returned to its original body, but he is in a coma for one day.

12) Coma (M) **D:** 1 hour/10 failure **R:** 30m Target is in a coma (*unconscious and unwakeable*).

14) Sensory Deprivation (M) **D:** 1 day/10 failure **R:** 30m Target is totally deprived of sensory input; virtually incapable of action without artificial aid. Mental breakdown may result if condition lasts more than 5 days (GM discretion).

15) Mind Shout (M*) As above, except radius of effect is 20m R

20) Lord Paralyze (M) **D:** 1 min/10 failure **R:** 30m **Mod:** -20 Target is paralyzed.

25) Great Shout (M*) As *Mind Shout* except radius is 30m and all failing their RR by more than 50 are unconscious and at max hits.

30) Transferral True (M) As *Transferral*, except caster can operate at -10 effectiveness in target's body, and target may only make RRs once per day.

50) Great Shout True (M*) **D:** V **R:** 30m R **Mod:** -20 to all Telepaths Those failing to resist are unconscious as per *Great Shout*; those failing to resist by more than 50 are dead.

ILLUSION

Note: *Psions on this list allow a Telepath to alter the way that the target(s) senses things and so a RR is involved for the target(s). Normally, a RR may be made each rnd to "disbelieve" a Illusion; after the first successful RR for a given target, all following RRs against the same Illusion by that target are modified by +30. A GM may give special mods for RRs against Illusions that a target has a reason to believe is unreal (e.g., if you put your hand into an illusionary wall, you will find it easier to "disbelieve" it).*

1) Refraction (P) **D:** 10 min/lvl **R:** 30m Makes an inanimate object (up to 100 cubic feet) appear to be 10' to one side of its actual location.

2) Ventriloquism (P) **D:** C **R:** 30m Caster can speak and his voice will appear to come from a point within 100'. (Point must be in his field of vision.)

3) Audio Impersonation (M) **D:** 1 min/lvl **R:** S Caster is able to (seemingly) imitate the voice of any one person he has heard in the last 25 hours — to all who fail their resistance rolls. Those Resisting by 01-50 simply hear the caster as he normally is; while those resisting by 51+ realize what the caster is trying to do.

4) Deafness I (M) **D:** 1 min/10 failure **R:** 30m By suppressing certain brain patterns the Telepath can cause deafness.

5) Visual Impersonation (M) **D:** 1 min/lvl **R:** S As *Audio Impersonation* except caster can appear to be any person he has seen within 25 hours. Same RR rules apply.

6) Facade (M) **D:** 1 min/lvl **R:** S **Mod:** -30 Creates a visual warping of a two dimensional area of up to 100 square meters. Caster can create whatever images he desires on the Facade. No RR.

7) Displacement I (M) **D:** 1 min/lvl **R:** S **Mod:** -100 Caster appears to be off-set from where he really is; all attacks have no effect 10% of the time. Each time a foe misses him, the chance of that foe missing again goes down 5%.

8) Visual Illusion I (M) **D:** 1 min/lvl **R:** 30m **Mod:** -30 Cast may create a three-dimensional illusion of up to 5 meters in radius. The illusion is very detailed, and remains in place even when touched (or passed through). No RR.

9) Phantasm I (M) **D:** 1 min/lvl **R:** 30m **Mod:** -30 Creates the image of one object or being, that will move however the caster desires while he concentrates. When the caster stops concentrating the image remains, but is immobile (the caster can resume concentration later and move the phantasm again). The phantasm may be of any size to fit in a 1m radius sphere.

10) Silent Fence (F) **D:** 1 min/lvl **R:** 30m Enables caster to create a sonic barrier, either flat up to 100 square meters or a hemisphere of 5 meter radius. Sounds cannot pass through the barrier in either direction.

11) Audio Impersonation True (M) **D:** 1 hr/lvl **R:** S **Mod:** -30 As *Audio Impersonation* except for duration and modifier, and caster may also impersonate someone he has *Pattern Stored*.

12) Visual Impersonation True (M) **D:** 1 hr/lvl **R:** S **Mod:** -30 As Audio Impersonation True except visual stimulus is affected.

13) Visual Illusion III (M) **D:** 1 hr/lvl **R:** 300m **Mod:** -30 As Visual Illusion I, except for range and duration, and caster may triple the size or subtract 30 from all RRs

14) Phantasm III (M) **D:** 10 min/lvl **R:** 30m **Mod:** -30 As *Phantasm I*, except caster has three images.

15) Displacement II (P) **D:** 1 min/lvl **R:** S **Mod:** -100 As *Displacement I*, except chance of missing is 20%

20) Displacement III (P) **D:** 1 min/lvl **R:** S **Mod:** -100 As *Displacement I*, except chance of missing is 30%

25) Facade True (M) **D:** 1 day/lvl **R:** 300m **Mod:** -50 As *Facade I* except image is as large as 10,000 square meters.

30) Mirage (M) **D:** 1 day/lvl **R:** 1 km/lvl **Mod:** -50 Caster is able to create a three-dimensional illusion of great complexity up to 10 km in radius (town, spaceship, etc). It can be made to move if the caster concentrates.

50) Mirage True (M) **D:** Until dispelled **R:** 10,000 km/lvl **Mod:** -50 As Mirage, except caster can create a 100 km/lvl radius illusion (an illusory planet, even!). Of course, even the most basic sensor scan will reveal that there is nothing there.

MIND ASSAULT	ILLUSION	POSSESSION
1) Distraction **c**	1) Refraction	1)
2) Touch of Unconsciousness	2) Ventriloquism **c**	2) View
3) Disorientation	3) Audio Impersonation	3) Pattern Store *
4) Firenerves	4) Deafness I	4)
5) Blinding	5) Visual Impersonation	5) Sense **c**
6)	6) Facade	6) Metempsion *
7) Paralyze	7) Displacement I	7) Transferral
8) Unconsciousness	8) Visual Illusion I	8) Far View **c**
9) Firenerves True	9) Phantasm I	9) Far Sense **c**
10) Mind Shout (10mR) *	10) Silent Fence	10) Knowing Transferral
11) Transferral	11) Audio Impersonation True	11)
12) Coma	12) Visual Impersonation True	12) Ready Metempsion * **s**
13)	13) Visual Illusion III	13) Distant View **c**
14) Sensory Deprivation	14) Phantasm III	14) Distant Sense **c**
15) Mind Shout (20mR) *	15) Displacement II	15) Metempsion True * **s**
20) Lord Paralyze	20) Displacement III	20) Lord Metempsion * **s**
25) Great Shout (30mR) *	25) Facade True	25) Transferral True
30) Transferral True	30) Mirage	30) Transferral Mastery
50) Great Shout True (30mR)	50) Mirage True	50) Psionic Body

POSSESSION

Note: *The **Possession** list is devoted mainly to the concept of the Telepath controlling or 'inhabiting' the body of another being.*

2) View (I) **D:** C **R:** 3m/lvl **Mod:** -20
Allows caster to "view" a scene through another's eyes; target must be within range and sight, or within range and have been *Psionic Locked*.

3) Pattern Store (P*) **D:** — **R:** 3m/lvl
Caster records a mental pattern of the target for future reference (including casting of other Psions on this list).

5) Sense (M) **D:** C **R:** 3m/lvl **Mod:** -20
Like *View*, except allows caster to experience all senses of the target; caster is in a trance and Extremely Hard (-30) to awaken while using this Psion.

6) Metempsion (M*) **D:** P **R:** 3m/lvl
Caster, on the threshold of death (to be determined by the GM) is able to transfer his "soul" to another living body within range. Psion may only be attempted once (per death-threshold experience). Caster's spirit (assuming the Psion is successful) will drive out and destroy the resident consciousness and have full control of the body, and retain all of his own skills — but gain none of the body's learned skills. Should the caster attempt to inhabit an animal, he will gain all instincts (GM may wish to devise rules governing the control of such instinct as well). The Psion is permanent, and Caster can live out a life in the body — even Metempsioning to a new body when that one is exhausted. Caster may even transfer to a plant — but of course will be immobile...

7) Transferral (M) **D:** 10 min/lvl **R:** 30m A temporary (and less drastic) version of *Metempsion*. Caster and target's consciousnesses are exchanged; the caster is able to operate in the target's body at 90% of normal capacity, while the target is helpless and immobile in the caster's body. Target may try to break the transferral once every 10 min. by making a RR (at -20); caster may cancel at any time. If either body is destroyed (i.e., killed), the Psion is broken and the dead body's original mind is destroyed. The other mind returns to its original body, but is in a coma for 1-10 days.

8) Far View (M) **D:** C **R:** 30m/lvl As *View* except, with the aid of Pattern Store, caster may see through target's eyes to a greater range.

9) Far Sense (M) **D:** C **R:** 30m/lvl As *Sense* except, with the aid of Pattern Store, caster may experience target's senses to a greater range.

10) Knowing Transferral (M) **D:** 10 min/lvl **R:** 30m/lvl Like *Transferral*, except target consciousness remains in his own body, so the two "share" consciousness. This is most often done with a willing target (and so a 50 bonus to success), but can be performed on an unwilling one. This could very well incapacitate the body, however. Bodies must remain within range or the Psion is cancelled.

12) Ready Metempsion (MS*) **D:** P **R:** 300m/lvl **Mod:** -30 As *Metempsion*, except caster may preset target (using Pattern Store). Target must be in range at time of death or caster fails.

13) Distant View (M) **D:** C **R:** 10 km/lvl As *Far View*, except for range.

14) Distant Sense (M) **D:** C **R:** 10 km/lvl As Far Sense, except for range.

15) Metempsion True (MS*) **D:** P **R:** 10 LY/lvl **Mod:** -70 This Psion is designed for use with a willing target (the Mod. includes the bonus). The caster's soul may travel up to the Psion's range to unite with a predetermined, willing "co-host". The two will share consciousness until death of the body, or Transferral of one of the consciousnesses.

20) Lord Metempsion (MS*) **D:** P **R:** 10 LY/lvl **Mod:** -20 As *Metempsion True*, except Caster may attempt to seize the body of an unwilling host.

25) Transferral True (M) **D:** 1 day/lvl **R:** 30m to cast, then 10 km/lvl **Mod:** -20 As *Transferral*, except caster has 100% control of body, and target cannot attempt to cancel the Psion. In fact, when target returns to his body, he has no sense of time passage.

30) Transferral Mastery (M) **D:** P **R:** Unlimited after touching (to cast) Caster may exchange consciousnesses of two targets, move a consciousness from one target to another, etc. It takes 30 rnds to cast because of its complexity.

50) Psionic Body (M) **D:** 1 hour/lvl or P **R:** S Caster is able to function without his body. If his body is destroyed, he maintains an invisible, noncorporeal existence, able to cast Psions as normal (including inhabiting another body). The body is invulnerable to physical and energy attacks, and is at -100 to Psionic attacks. Should the caster utilize this Psion while his body is intact, he must return to it before the duration is over or it will die.

28.4
FIELD OF SELF-MASTERY

MIND'S DEFENSE

Note: *By utilizing **Mind's Defense**, the Telepath is able to better defend himself against Psionic attacks.*

1) Inkling (PS*) **D:** — **R:** 30m Caster (if conscious and generally alert) is warned one round before someone is about to Psionically attack him (assuming the attacking Psion requires preparation). If attacker succeeds in a RR, this Psion is not triggered.

3) Psion Shield I (D) **D:** 1 min/lvl **R:** S Provides +10 to casters RR (or DB if a physical attack Psion such as Energy Channels) vs all frontal Psion attacks.

4) Mind Alert (PS*) **D:** — **R:** S **Mod:** -20 Similar to *Inkling* except caster can be instantly awakened, is aware of the nature of the impending attack and its direction.

5) Psion Armor I (D) **D:** 1 min/lvl **R:** S As *Psion shield I*, except provides +10 to caster's RR (or DB) vs all frontal Psion attacks in any direction. Not Cumulative with *Psion Shield*.

6) Psion Shield III (D) **D:** 1 min/lvl **R:** S As *Psion shield I*, except provides +30 to casters RR (or DB) vs all frontal Psion attacks.

8) Mind Block (D*) **D:** C **R:** S Caster is able to shield his mind from probes (not attacks) as if he were twice his actual level. The caster must have this Psion cast before he is actually attacked.

9) Psion Armor II (D) **D:** 1 min/lvl **R:** S As *Psion Armor I*, except provides +20 to caster's RR (or DB) vs all frontal Psion attacks in any direction.

10) Ready Block (DS*) **D:** C **R:** S As *Mind Block*, but caster is able to shield his mind from probes (not attacks) as if he were three times (3x) his actual level. This Psion is activated automatically by the Telepath's subconscious.

11) Psion Shield V (D) **D:** 1 min/lvl **R:** S As *Psion shield I*, except the bonus is +50.

12) Retaliation (M) **D:** 1 min/lvl **R:** 30m Caster not only gains +20 to his RR vs one Psion, should he resist successfully, the attacking Psion is reversed on the original caster. Psion must be recast after a successful *Retaliation*; other Psions cannot be cast while this one is active.

14) Psion Armor III (D) **D:** 1 min/lvl **R:** S As *Psion Armor I*, except provides +30 to caster's RR (or DB) vs all frontal Psion attacks in any direction.

15) Mind Block True (D,S*<) **D:** 1 min/lvl **R:** S As *Ready Block* but Telepath resists probes as if he were five times (5x) his actual level, and does not need to concentrate. He cannot cast any other Psions while blocking, however.

20) Lord Retaliation (M) **D:** 1 min/lvl **R:** 100m As *Retaliation*, except caster is able to retaliate one Psion/rnd up to twenty (or he fails a RR).

25) Psionic Defense (DS*) **D:** 1 min/lvl **R:** S As *Mind Block True*, except caster resists *all* Psion attacks as indicated..

30) Retaliation True (DS*) **D:** 1 min/lvl **R:** S As *Lord Retaliation*, except caster has +1/lvl to his RR, can retaliate a number of Psions up to his level (as many as 3 per round) and the Psion is activated automatically when he is attacked.

50) Psionic Citadel (DS*) **D:** 1 min/lvl **R:** S As *Mind Block True* except caster may cast Psions while using the *Citadel*, is immune to all Psions below 20th lvl, and has a +1/lvl RR bonus vs all attacks.

TELEPORTATION

2) Blink (F) **D:** 1 rnd/lvl **R:** S Caster is able to 'blink' out of normal space-time for up to a number of rounds equal to his level. Caster must decide when casting the Psion how long he intends to stay 'blinked out'. While 'blinked out', he has no perception of events during his absence, and in fact has no sense of time passage. He returns to exactly the same spot with the same orientation as before.

4) Phasing (F) **D:** 1 minute/level **R:** S Allows caster to put himself and his personal equipment 'out of phase', Caster's perception while out of phase is at -50, and he cannot be hit by any weapon, nor can he attack or cast Psions. Caster is visible as three images of himself overlapping imperfectly: one blue, one red, one yellow. He may move at a rate of 10m/rnd, but at a risk of 'dissembling'. For each meter (or fraction) moved, caster has a 1% chance of "dissembling" in a colorful display (takes 1-10 "E" Electricity criticals). Roll is made when Psion is terminated.

5) Leaving (F) **D:** — **R:** S Caster teleports himself to a point up to 30m away, but there can be no intervening physical or energy barriers (shields) in a direct line between the caster and the point (for these purposes a barrier is anything he could not physically go through; a closed door is a barrier, a pit is not).

6) Merge (F) **D:** 1 min/lvl **R:** S Allows caster to merge (body + 10cm depth) into any normal material. Caster cannot move or see while merged.

7) Long Door (F) As *Leaving*, except caster can pass through barriers by specifying exact distances. An attempted *Long Door* which would put the caster inside a solid object or send him through an energy shield simply bounces him back where he started (he must also roll a Psion Failure).

8) Leaving (F) As above, except range is 100m

9) Phasing True (F) **D:** 1 min/lvl **R:** S As *Phasing*, except caster's perception is only -25, and he can move 10m/rnd safely. Attempting to move any faster will risk "dissembly" as above.

10) Teleport (F) As *Long Door*, except movement range is 10 kilometers/lvl This is also more risky. The following chances for failing (in addition to the normal failure roll) exist: Never seen target point (only described) = 25%; Studied (25 hours) = 10%; Studied carefully (10 days) = 1%; Lived there (100 days) = .01%. In case of teleport failure, first determine direction of end-point error, then distance (open-ended roll for number of meters). In case of regular Psion Failure, caster never leaves departure point.

11) Passing (F) **D:** 1 min/lvl **R:** S Caster is able to shift his molecules and so pass through any normal material of thickness up to 10 centimeters/lvl. If the caster attempts to pass through an activated energy shield of any type (he will sense the proximity of energy shields), he must resist versus a 1st level attack or his molecules will be hopelessly scrambled (he is dead). A successful RR cancels the Psion and bounces him back safely into a normal state.

12) Long Door (F) As above, except range is 100 meters.

14) Merging True (F) As *Merge* except caster can turn around and see out.

15) Mind's Portal (F) As *Teleport*, except there is no additional failure danger if caster is in mental communication (*Telepathy*) with a friendly entity at the destination point.

20) Long Door (F) As above, except range is 300 meters.

25) Passing True (F) As *Passing*, except caster may pass through up to 1 meter of material per level.

30) Mind's Portal True (F) As *Mind's Portal*, except caster's travel range is unlimited — even to interstellar distances.

50) Teleport True (F) As *Teleport*, except caster's travel range is unlimited.

MIND'S DEFENSE	TELEPORTATION	CHANGING
1) Inkling * s	1)	1) Contortions
2)	2) Blink	2) Study *
3) Psion Shield I	3)	3) Mask
4) Mind Alert * s	4) Phasing (1 min/lvl)	4) Merge
5) Psion Armor I	5) Leaving (30m)	5) Shape-shift c
6) Psion Shield III	6) Merge	6) Mask True
7)	7) Long Door (30m)	7) Passing
8) Mind Block * c	8) Leaving (100m)	8) Great Merge
9) Psion Armor II	9) Phasing True	9) Shape-shift True
10) Ready Block * c s	10) Teleport	10) Metamorph
11) Psion Shield	11) Passing	11)
12) Retaliation	12) Long Door (100m)	12) Merge True
13)	13)	13)
14) Psion Armor III	14) Merging True	14) Metamorph True
15) Mind Block True * s	15) Mind's Portal	15) Passing True c
20) Lord Retaliation	20) Long Door (300m)	20) Lord Metamorph
25) Psionic Defense * s	25) Passing True	25) Shifting
30) Retaliation True * s	30) Mind's Portal True	30) True Change
50) Psionic Citadel * s	50) Teleport True	50) Master Metamorph

CHANGING

*Note: With the **Changing** list the Telepath learns to control the molecular bonding of his body. By shifting the bonds without actually affecting the structures, they skilled Telepath can assume different forms — or even learn to pass through 'solid' objects. Note that Passing is learned much earlier on this list than on **Teleportation**. The concepts of Passing are more related to a molecular shift than to a spontaneous matter/energy transfer.*

1) Contortions (P) **D:** V **R:** S Allows the caster to slightly alter his muscles, limbs, and trunk; this facilitates escaping from bonds and small places.

2) Study (I*) **D:** — **R:** 100' Caster studies and memorizes the appearance and mannerisms of a being, for later use in other Psions on this list.

3) Mask (P) **D:** 10 min/lvl **R:** S Allows caster to alter the form of his face; if he Studied a being he can take on the exact form.

4) Merge (P) **D:** 1 min/lvl **R:** S Allows caster to merge (body +25 cm depth) into any solid material. Caster cannot move while merged. Caster is also unable to pass through force barriers (shields).

5) Shape-shift (P) **D:** C **R:** S Caster can alter his body to the form of another humanoid race (no increase in mass). This cannot be a specific person.

6) Mask True (P) **D:** Until cancelled **R:** S As Face Shifting except for extended duration.

7) Passing (P) **D:** — **R:** S Caster may pass through any material up to 1 meter thick (Psion simply does not activate when attempting to pass through thicker material.

8) Great Merge (P) **D:** 10 min/lvl **R:** S As Merge except caster may turn while merged and view the outside from within the object.

9) Shape-shift True (P) **D:** 10 min/lvl **R:** S As Shape-shift, except caster need not concentrate, and is able to appear exactly the same as a specific individual.

10) Metamorph (P) **D:** 10 min/lvl **R:** S As Shape-shift, except caster may adopt any life form within 20% of his normal mass. Caster must take on a form similar to his own (a human could become a Transhuman V or even an Idorian, but not a Trilopter or Aoemaran.
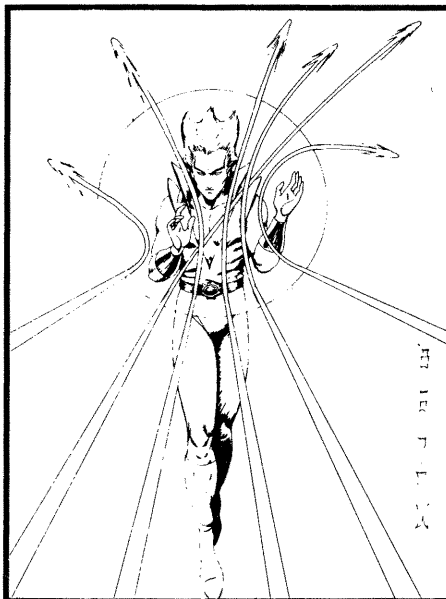
12) Merge True (P) **D:** 10 min/lvl **R:** S As Great Merging, except caster may cast Psions on himself while merged.

14) Metamorph True (P) **D:** 10m/lvl **R:** S Caster is able to assume any form within 50% of his own mass and even assume fairly different physical shapes (such as a Snee or a Trilopter — but not a Wihr-Kohl or a Aoemaran.

15) Passing True (P) **D:** C **R:** S Caster is able to pass through as much as 1 meter/lvl of solid material.

20) Lord Metamorph (P) **D:** 1 hr/lvl **R:** S As Metamorph True, but caster also gains the abilities as well as the outward form he has assumed (the Snee Armor Type and strength, the Trilopter trinary brain capabilities, etc.).

25) Shifting (P) **D:** 1 hr/lvl **R:** S As Shape-shift True, except caster may change form at will without casting another Psion (1 rnd is required per change).

30) True Change (P) **D:** 10 min/lvl **R:** S Caster is able to assume the form of any fairly solid object (no more liquid than a very viscous fluid) of between 50 and 200% of his actual mass. Caster can even assume the form of an inanimate object, such as a chair or door.

50) Master Metamorph (P) **D:** Until cancelled **R:** S As Lord Metamorph and True Change except caster can increase his mass by 5x or decrease it to 10% of his actual mass. He can assume any Caster may also change form at will without casting another Psion (1 rnd is required per change).

MIND DISCIPLINE

1) Detect Probe (I*•) **D:** — **R:** S Psion is triggered whenever caster's mind is being probed, attacked or monitored, and probing Psion fails a RR modified by -25.

2) Concentration I (U*) **D:** — **R:** S Adds 10 to any maneuver (not combat).

4) Recall (U) **D:** — **R:** S Caster gets a 25% chance of recalling some key fact or occurrence from his subconscious, which could relate to the current situation (could be from his background or something he has forgotten).

5) Memory Trance (P) **D:** P **R:** S Caster enters a trance-like state where he is unable move or talk, and is in fact not consciously aware of his surroundings. He is able, however, to absorb and flawlessly memorize audio or visual information at 10x normal speed. The session can last up to 5 hours, and the caster can pre-arrange the ending time, or have the computer (or whatever is feeding the information) give a signal which terminates the trance. Otherwise the trance is difficult to come out of, and the caster is groggy for 2-20 rounds if disturbed or wakened by someone unaware of the 'trigger'. Useable once per day only.

6) Observation (U) **D:** — **R:** S Caster gains insight or facts by observing a person or thing (as far away as 30m or equivalent with high-quality equipment) with intense concentration.

7) Concentration III (U*) As *Concentration*, except bonus is 30.

8) False Pattern (P*•) **D:** — **R:** S This Psion is triggered any time someone attempts to *Mind Pattern* or *Pattern Store* the caster and fails to resist detection (with a 50 modification to the Patterner/Storer's detriment). It generates a false Mental pattern, different every time. Patterner/Storer is unaware that he has taken a false pattern.

9) Unpresence (P) **D:** C **R:** S Caster is undetectable by *Presence*, *Mind Pattern* and similar Psions.

10) Mind Block (P) **D:** 1 min/lvl **R:** S Caster gains a +20 to his RR vs all Psionic Attacks (i.e., attacks involving a Psionic Attack Roll, PAR).

11) Concentration V (U*) As *Concentration* except caster has a +50 bonus.

12) False Presence True (P*•) **D:** 1 day/lvl **R:** S As *False Pattern*, except caster may pre-set any false pattern he desires.

13) Correlation (P) **D:** 1 topic **R:** S Caster is able to correlate known facts to obtain conclusions (i.e., help is given by the GM based on a roll).

14) Sensitivity (P) **D:** — **R:** S Similar to *Observation*, except using all senses in concert (caster must be physically present to utilize the Psion). Caster might detect hidden presences by breathing or heartbeat, note air patterns, minor temperature changes, odors, sounds (or lack thereof) and thus deduce useful data. Caster should roll, using Perception bonus. Range is about 100m

15) Total Recall (P) As *Memory Trance*, except caster is fully aware of his surroundings and can break the Psion at any time.

20) Observation True (P) **D:** 1 min/lvl **R:** S As *Observation* except virtually nothing escapes the notice of the caster. There is a duration, which implies that the caster is constantly receiving input — including from other persons in the room: nervous gestures, significant glances, body language, etc. The GM should be aware of the enormous amount of information which the truly observant can gain.

25) Sensitivity True (P) **D:** 1 min/lvl **R:** S As *Sensitivity*, but with the added potential as discussed in *Observation True* above multiplied by all senses.

30) Correlation True (P) As *Correlation*, except no roll is involved and conclusions are obtained automatically, based even on scant information.

50) Mind Master (P) **D:** 10 min/lvl **R:** S Caster is able to freely use *Total Recall*, *Sensitivity True*, and *Correlation True* at will for the duration of the Psion.
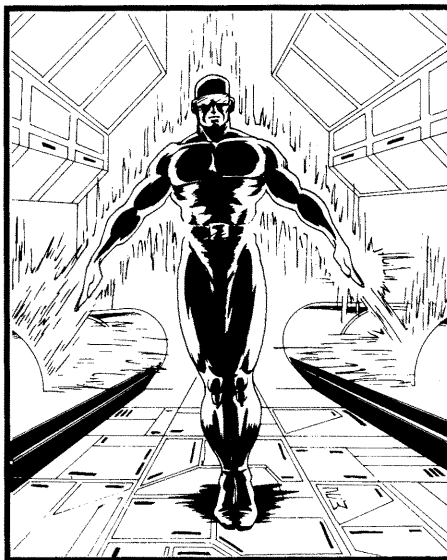
BODY DISCIPLINE

1) Touch I (U*) **D:** one maneuver **R:** S Caster gains superior tactile sensitivity, enabling him to perform small maneuvers (repairs, picking a lock, a surgical procedure) at +10. Can be cumulative with *Concentration*.

2) Leaping (F*) **D:** 1 rnd **R:** S Allows caster to leap 20m laterally or 5m vertically (on Terran-normal gravity) in the round that the Psion is cast.

3) Speed III (F*) **D:** 3 rnds **R:** S Caster may act at twice his normal movement rate, but must spend a number of rounds equal to the rounds 'Speeded' at half-rate (immediately afterwards). Caster must still act within the round sequence.

4) Dodging I (F*) **D:** 1 rnd **R:** S Allows caster to dodge (-50 to attack roll) one nonenergy attack (missile, projectile or melee). The attack must be in caster's field of vision.

5) Flip I (F*) **D:** 1 rnd **R:** S Allows caster to somersault in midair, landing up to 3m away, fully oriented and facing any direction. +30 to DB while 'flipping'.

6) Hold Breath (U*) **D:** 1 rnd/lvl + 6 rnd base **R:** S Caster is able to hold his breath for an extended period by conserving oxygen.

7) Great Leap (F*) As *Leaping*, except limit is 3m/lvl laterally and 2m/lvl vertically (on Terran-normal gravity).

8) Dodging III (F*) As *Dodging I* except 3 attacks can be dodged.

9) Touch III (U*) As *Touch* except 30 is added to the maneuver.

10) Haste III (F*) As *Speed III* except no half-rate rounds are assessed.

11) Flip III (F*) As *Flip*, except 3 rapid 'flips' may be executed in quick succession.

12) Speed V (F*) As *Speed III* except caster is 'Speeded' for five rounds.

13) Landing True (F*) **D:** until landing **R:** S Allows the caster to land safely in a fall of up to 15m/lvl

14) Haste V (F*) As *Haste III* except caster is 'hasted' for five rounds.

15) Wallrunning (F*) **D:** 1 min/lvl **R:** S Caster is able to walk or run on any solid surface up to 90° from the gravity source as if he were on 'flat ground'.

20) Dodging True (F*) As *Dodging* except all (including energy) attacks against caster are at -50.

25) Haste X (F*) As *Haste III* except caster is 'hasted' for ten rounds.

30) Ceilingrunning (F*) **D:** 1 min/lvl **R:** S Caster can walk or run on *any* solid surface as if he were acting against his homeworld gravity. This includes surfaces on which no gravity field is operating (e.g., the outside of a spaceship) as well as 'ceilings'.

50) Master of Self (F*) **D:** 1 rnd/lvl **R:** S Caster may utilize any one of the non *Speed/Haste* Psions on this list every rnd.

MIND DISCIPLINE	BODY DISCIPLINE	METABOLIC CONTROL
1) Detect Probe * •	1) Touch I *	1) Clotting I * c
2) Concentration I *	2) Leaping *	2) Pain Relief I * c
3)	3) Speed III *	3) Unstun I * s
4) Recall	4) Dodging I *	4) Mask Pain (25%) * s
5) Memory Trance	5) Flip I *	5) Cut Repair I c
6) Observation	6) Hold Breath *	6) Tissue Repair c
7) Concentration III *	7) Great Leap *	7) Fracture Repair c
8) False Pattern * •	8) Dodging III *	8) Unstun III * s
9) Unpresence c	9) Touch III *	9) Vessel Repair c
10) Mind Block	10) Haste III *	10) Resist Poison * c s
11) Concentration V	11) Flip III *	11) Mask Pain (50%) * s
12) False Presence True * •	12) Speed V *	12) Tissue Repair True
13) Correlation	13) Landing True *	13) Pain Relief True * s
14) Sensitivity	14) Haste V *	14) Fracture Repair True
15) Total Recall	15) Wallrunning *	15) Neutralize Poison * c s
20) Observation True	20) Dodging True *	20) Regeneration *
25) Sensitivity True	25) Haste X *	25) Resist Stun * s
30) Correlation True	30) Ceilingrunning *	30) Trance * s
50) Mind Master	50) Master of Self *	50) Renewal True * s

METABOLIC CONTROL

1) Clotting I (H*) **D:** C **R:** S Reduces hits/rnd by 1, and after one minute of concentration the stoppage is permanent.

2) Pain Relief I (HS*) **D:** C **R:** S Takes off one concussion hit/minute.

3) Unstun I (HS*) **D:** — **R:** S Caster is relieved of one round of accumulated stun.

4) Mask Pain (HS*) **D:** 1 min/lvl **R:** S Caster is able to sustain an additional 25% of his total concussion hits before losing consciousness. Hits are still taken and remain when the Psion lapses.

5) Cut Repair I (H) As *Clotting I*, except 1 hit of bleeding is permanently stopped every round.

6) Tissue Repair (H) **D:** P/C **R:** S Caster is able to repair one damaged (but not 'destroyed') muscle or tendon (or similar tissue). This requires one hour of concentration.

7) Fracture Repair (H) As *Tissue Repair* except this Psion will repair bone or cartilage which is broken, cut or torn (but not 'shattered' or 'destroyed').

8) Unstun III (HS*) As *Unstun I* except three rounds of stun are immediately relieved.

9) Vessel Repair (H) As *Tissue Repair*, except repairs one vein or artery.

10) Resist Poison (HS*) **D:** C **R:** S Delays the effect of a poison as long as the caster concentrates.

11) Mask Pain (HS*) As *Mask Pain*, except additional 50% hits can be taken.

12) Tissue Repair True (H) As *Tissue Repair* except caster need not concentrate. Wounded area must be kept immobile, however. Will repair a 'destroyed' muscle or tendon (or similar tissue) in 25 hours while caster is in a trance.

13) Pain Relief True (HS*) As *Pain Relief I* except 1 hit/round is relieved, and caster need not concentrate. If he is conscious, caster may keep this Psion from "Subconsciously" activating.

14) Fracture Repair True (H) As *Tissue Repair True*, except will repair bones and cartilage.

15) Neutralize Poison (HS*) **D:** C/V **R:** S The poison is the target and must make a RR vs the attack by this Psion. Failure means that the poison is permanently rendered harmless. Caster must concentrate for 1 hour to completely destroy the poison, and the effect is delayed for as long as the caster concentrates in any case.

20) Regeneration (HS*) **D:** V **R:** S Caster is able to regenerate lost limbs, damaged or destroyed organs (not the brain) while in a trance. Note that, if caster is supposed to die from such a wound in a given period, this Psion will not save him unless it completes the repair before that time. Time required varies: 5-100 days for a limb (finger to leg); 10 days for damaged organ; 50 days for destroyed organ. Naturally, if the heart, liver, etc is destroyed or damaged, the caster will die unless he is in a Medstasis unit or otherwise kept artificially alive. If the organ is a kidney, eye, etc., he will be able to hold out.

25) Resist Stun (HS*) **D:** — **R:** S Any stun delivered to caster is immediately annulled.

30) Trance (HS*) **D:** V **R:** S If caster is struck a death-blow, this Psion places him in a trance-like state. He does not die, but is in suspended animation. If caster is able to subconsciously utilize the repair Psions above (or, ideally, *Renewal True*, below) the trance will last until he is able to regain consciousness — even if it requires days.

50) Renewal True (HS*) **D:** V **R:** S If caster is forced to revert to *Trance* (above) or otherwise rendered unconscious, this Psion is triggered, and it utilizes all Psions necessary to repair the caster, at a total cost of only 50 PP's.

28.5

PSION DEFINITIONS AND NOTATION

PSION ABBREVIATIONS

D: = Duration:

R: = Range:

Mod: = special modification to a RR

rnd or **rd** = round (a battle round of approximately 10 seconds)

lvl = level (normally of caster)

min = minute(s)

hr = hour(s)

R or **Rad** = radius

km = kilometer(s)

m = meter(c)

kph = kilometers per hour

RR = Resistance Roll

PP = Power Points

pt = point

PSION CLASSIFICATIONS

● = free; Psion does not require Power Points to cast

* = Instantaneous; psion does not require preparation

U = Utility Psion; a general use Psion that doesn't physically affect anyone of anything but the caster.

S = Subconscious Psion; a Psion that is triggered by the subconscious. Most do not require the conscious casting of the caster.

I = Informational Psion; a Psion which gathers information.

P = Passive Psion; a general use Psion that usually involves another person or thing, but not actively.

D = Defensive Psion; allows caster to resist of withstand the effects of a Psion, the elements, etc.

F = Force Psion; involves the manipulation of matter, energy, the elements, etc. through the use of a Psionic force.

M = Mental attack Psion; an attack Psion affecting the target's mind.

PSION RANGE

S = Self; Psion can only be cast on the caster himself.

T = Touch; the caster must touch the target (or what he is wearing) in order to cast the Psion.

***Distance* R** = Effect is felt in an area with a radius equal to *Distance*. The center point of such area Psions must be within the Psion's range.

***Distance* / lvl** = Psion can take effect anywhere within: [*Distance*] x [level of the caster].

PSION DURATION

— = Instantaneous (or negligible time); Psion's effect is instantaneously applied.

(C) = Concentration required, except duration cannot exceed the given limit.

P = Permanent; Psion has a permanent effect in the sense of creating a physical or mental condition. After the casting process is complete (or after the caster has no longer concentrates) the effect may be altered by outside forces (i.e., the Psion effects may be cured, disturbed, eroded, etc. by another Psion or physical forces). For example, if a Psion creates a "permanent" ice cube, it will melt and evaporate normally after the Psion is cast (or its duration expires).

29.0

ADDITIONAL PSIONS

This section presents a number of Psions which conceptually fit within the Psion list structure, but are either "High-Powered" Psions (above 50th level) **or** supplemental additional Psions below 50th level. Psions are organized by field and list.

Both types are optional concepts to be used at the GM's discretion. In some cases a new Psion will have a level and list designation which places it at the same spot as an already existing Psion. The GM has the option of making the player choose which Psion their character has learned **or** allowing knowledge of both Psions at that level. If the first case is chosen, the GM may allow the player to learn that section of the list a second time to obtain the use of both sets of Psions.

29.1

FIELD OF ALTERATION

TELEKINETICS

1) Landing (F*) **D:** Varies **R:** S Caster can land safely in a fall/jump of up to 20'/lvl, and can take that distance off the severity of any longer fall.

60) Telekinetic Tow (F) **D:** C **R:** 10,000 km/lvl Allows the Telepath to hold or pull an object up to 100 kg/lvl mass as a Mk. 10 *Tractor Beam* (see **Star Strike**).

90) Telekinetic Tow True (F) **D:** 1 hr/lvl **R:** 100,000 km/lvl   As *Telekinetic Tow*, except mass is 1000 kg/lvl, caster need not concentrate, and has Towing power equal to half his lvl (*Tractor Beam* Mk. #).

MIND OVER MATTER

6) Fog 5m R(F) **D:** 1 min/lvl **R:** 10m/lvl Allows caster to create a dense fog up to 5 mR, with the center up to 10m a lvl away. Fog can only be created where it could occur naturally (fog need not be water based; a methane fog could be created in such an environment). Fog disperses naturally after Psion duration.

9) Unfog (F) **D:** 10 min/lvl **R:** S Caster is the center of a clear zone up to 10m in radius where any fog, smoke, or vision-restricting gas is completely dispersed.

V = Variable; depends on the Psion.

C = Concentration required; caster can perform only 50% activity until the concentration is stopped (i.e., as if he moves 50% of normal in a given round, thus he may only move 50% of normal, fire once in a round, melee at -50). Caster cannot cast any other Psions while concentrating. Any action other than simple movement will require a maneuver to avoid losing concentration.

***Time* / lvl** = Duration is the *Time* multiplied by the caster's level.

***Time* / # failure** = Duration of the effect is: [the amount that the target's RR is below the minimum needed to resist the Psion] ÷ [the #] x [the *Time*].

12) Fog 50m R (F) **D:** 10 min/lvl **R:** 100m/lvl As *Fog* above, except for extensions.

25) Clouds (F) **D:** 10 min/lvl **R:** 1 km/lvl Caster is able to summon (or disperse) clouds. This Psion has the same environmental restrictions as *Fog*.

40) Tremors (F) **D:** 1 rnd **R:** 30 meters/lvl Caster is able to create a very minor earthquake — approximately 5.5 on the Richter scale. It is string enough to make loose objects rattle, but most structures would remain undamaged. On unstable planets, there is a small chance that it could trigger a more serious earthquake.

60) Quakes (F) **D:** V **R:** T (extent varies) Enables caster to trigger an earthquake, which can be delayed up to 1min/ lvl. Severity of quake is determined by a roll: (01-20) = 5.5, (21-45) = 6, (46-65) = 6.5, (66-80) = 7.0, (81-89) = 7.5, (91-95) = 8.0, (96-98) = 8.5, (99-100) = 9.0. Note that the Richter progression is exponential not linear, so that the upper numbers are many times more severe than lower ones. Sever quakes can be felt decaklicks (tens of kilometers) away, have several aftershocks, and even trigger a natural series of quakes if near natural fault lines.

TELEPATHY

60) Telepath (I*) **D:** 10 min/lvl **R:** V As *Telepath True* except range is unlimited.

MIND INTO ENERGY

1) Energy Bolt Mk I (F) **D:** — **R:** V Caster is able to channel raw Psionic energy into a concentrated bolt. Treat as a "Mini Laser" attack for ranges, Mark #, and attack table (Master Weapons Charts, **Tech Book**). Skill bonus is the caster's Energy Bolt Directed Psion skill bonus.

5) Energy Bolt Mk II (F) As *Energy Bolt I* except attack is a "Laser Pistol" attack.

10) Energy Bolt Mk III (F) As *Energy Bolt I* except attack is an "Assault Laser" attack.

15) Energy Bolt Mk IV (F) As *Energy Bolt I* except attack is a "Laser Rifle" attack.

20) Lord Energy Bolt (Mk V) (F) As *Energy Bolt I* except attack is as a "Heavy Laser".

25) Energy Drain (F) **D:** 1 min/lvl **R:** 100 m/lvl For the duration of the Psion, caster is able to reduce the power output of any reactor by 20%.

30) Energy Absorption (F) **D:** C **R:** T Enable caster to absorb energy from a reactor and convert it to PPs. Conversion rate is 1 point per round, and caster's total number of Points cannot exceed what he is normally allotted for the day.

35) Lord Energy Drain (F) **D:** 10 min/lvl **R:** 10 km/lvl As *Energy Drain* except for range, duration, and reactor output is decreased to half normal.

60) Energy Bolt True (F) **D:** — **R:** V As *Lord Energy Bolt* except that it is treated as an "Ordnance Energy Weapon" (GM discretion: Mark 6-10, see **Star Strike** and **Armored Assault**).

ARMOR

40) Hull Armoring III (F) **D:** C **R:** T As *Hull Armoring I* except caster may increase a hull's integrity by 2-3 CAT lvls (28 max).

60) Hull Armoring V (F) **D:** C **R:** T As *Hull Armoring I* except caster may increase a hull's integrity by 4-5 CAT lvls (28 max).

29.2 ▰
FIELD OF SELF-MASTERY

TELEPORTATION

20) Teleport II (F) **D:** — **R:** 10 km/lvl As *Teleport* except caster may take one other entity (massing no more than 50% over Caster's mass) along. Caster must be touching 'passenger'.

30) Mind's Portal II (F) **D:** — **R:** 10 km/lvl As *Mind's Portal* except caster may take one other entity (massing no more than 50% over Caster's mass) along. Caster must be touching 'passenger'.

40) Mind's Portal True II (F) **D:** — **R:** unlimited As *Mind's Portal II* except there is theoretically no range limitation.

60) Teleport True II (F) **D:** — **R:** unlimited As *Teleport II* except for unlimited range.

70) Teleport True III (F) **D:** — **R:** unlimited As *Teleport True II* except caster may take along two entities.

CHANGING

90) Metamorphosis (P) **D:** 1 hr/lvl **R:** S As *Master Metamorph* except caster is able to assume any form he wishes (liquid, gaseous) and is subject to full benefits (and penalties) of the form.

BODY DISCIPLINE

1) Landing (F*) **D:** V **R:** S Caster can land safely in a fall/jump up to 20'/lvl, and can reduce the severity of any longer fall.

5) Strength (U*) **D:** 1 rnd/lvl **R:** S Caster gains great strength for a short period of time, adding +20 and doubling hits delivered by melee and thrown weapon attacks. Caster is also able to perform feats of great strength, exact limits of which to be determined by the GM (they should not exceed what is theoretically possible by a humanoid, however).

10) Wallwalking (F*) **D:** 1 min/lvl **R:** S Caster is able to walk on any solid surface up to 90° from the gravity source as if he were on 'flat ground'.

11) Strength True (U*) **D:** 1 min/lvl **R:** S As *Strength*, except caster has +30 and triples all strength-related hits delivered by melee and thrown weapon attacks. Caster also has 'superhuman' strength. Suggested limits: lift 100 kilos/lvl

35) Haste True (F*) **D:** 1 rnd/lvl **R:** S As *Haste* except for duration.

METABOLIC CONTROL

25) Rejuvenate (H) **D:** V **R:** S Caster is able to reverse ten years of aging from his body. This includes regeneration of any organs which have deteriorated (except the brain; though it does retard brain cell death). Rejuvenating process takes about a decaday. Caster is only able to utilize this Psion safely once per year, at which time ten more years can be removed, until caster reaches post-adolescence (about 20). Psion must them be cast once/year to maintain youth, or accelerated aging begins: 1 yr/decaday until caster returns to real age (or perhaps death). If Psion is cast more frequently than once a year, caster risks genetic damage and malformation. *Note:* *The GM must decide whether this Psion will confer immortality or extended life, or if caster can just remain youthful until death catches up at the 'appointed time'.*

ALTERATIONS

TELEKINETICS
1) Landing *
60) Telekinetic Tow
90) Telekinetic Tow True

MIND OVER MATTER
6) Fog 5m R
9) Unfog
12) Fog 50m R
25) Clouds
40) Tremors
60) Quakes

TELEPATHY
60) Telepath *

MIND INTO ENERGY
1) Energy Bolt Mk I
5) Energy Bolt Mk II
10) Energy Bolt Mk III
15) Energy Bolt Mk IV
20) Lord Energy Bolt (Mk V)
25) Energy Drain
30) Energy Absorption **c**
35) Lord Energy Drain
60) Energy Bolt True (Mk 6-10)

ARMOR
40) Hull Armoring III
60) Hull Armoring V

SELF-MASTERY

TELEPORTATION
20) Teleport II
30) Mind's Portal II
40) Mind's Portal True II
60) Teleport True II
70) Teleport True III

CHANGING
90) Metamorphosis

BODY DISCIPLINE
1) Landing *
5) Strength *
10) Wallwalking *
11) Strength True *
35) Haste True *

METABOLIC CONTROL
25) Rejuvenate
60) Rejuvenation

60) Rejuvenation (H) **D:** P **R:** S Caster is returned to a youthful form in about 10 min. This Psion is ongoing and need not ever be cast again; caster remains locked in a youthful state until (whatever).

29.3

FIELD OF CONTROL

MIND ASSAULT

20) Lord Mind Shout (M) **D:** Varies **R:** 30m **MOD:** -50 Similar to *Mind Shout* except there is only one target, who is at a significant RR disadvantage (-50). Failure means unconsciousness for 1 rnd/5 failure; failure by more than 50 means death.

40) Death's Shout (M) **D:** V **R:** 300m **MOD:** -50 As *Lord Mind Shout* except failure means instant death.

POSSESSION

15) Mind Slayer (M) **D:**P **R:** 30m A brutal twist on the *Transferral* concept: caster drive's target's consciousness out of his body, rendering it comatose. Target's consciousness is not destroyed; simply 'lost'.

30) Mind Slayer True (M) **D:** P **R:** 30m **MOD:** -30 As *Mind Slayer* except target's consciousness is utterly destroyed.

60) Transcendent Transfer (U) **D:** P **R:** T Allows the caster to recall the conciousness of another being (provided it has not been destroyed) and reunite it with the body.

29.4

FIELD OF VISIONS

EMPATH

15) Neutalize Disease (HS*) As Neutralize Poison except that diseases may be "neutralized" and it takes 1 hour.

25) Rejuvenate (H) As Psion by the same name on the *Metabolic Control* list.

40) Empathic Bond (HS*) **D:** P (until cancelled) **R:** 1 km/lvl Empath must be touching target when the Psion is initially cast; afterwards, any wounds taken by the target (as long as he is in range) are automatically transferred to the caster. Caster may break the Psion either permanently or temporarily at any time. Caster's unconscious will suspend it in any case if he is on the brink of death.

60) Rejuvenation (H) As Psion by the same name on the *Metabolic Control* list.

80) Empathic Bond True (HS*) **D:** P **R:** Unlimited As Empathic Bond except range is limitless.

90) Reconstitution (H) **D:** P **R:** T Caster is able to completely reconstruct a being from a few tissue cells; age of the cells is not a factor. The original being must be dead for this Psion to function; it is not a "clone" **Note:** The GM must decide whether there is such a thing as 'genetic memory' in which the reconstituted being's memories are somehow intact, or if the consciousness is elsewhere. Combining Reconstitution and an appropriate Transferral Psion could restore a transferred consciousness back to a reconstituted body.

MIND'S EYE

5) Penetrating Sight (P) **D:** C **R:** S Caster is able to see through any solid material up to 1 meter thick.

7) Watch (P) **D:** C **R:** 3m Caster may choose a point up to 3 meters away and he will have a field of vision from that point; he can rotate the view but not move it.

8) Far View (P) **D:** C **R:** 3m/lvl Caster's point of vision may be moved independently of him, but he would have to physically be able to go there (e.g., the View cannot travel through solid objects, a closed door, etc.).

10) See Invisible (P) **D:** C **R:** S Caster is able to see invisible objects (including those made invisible by Psions and Electronic cloaking).

15) Watch 3m/lvl (P) **D:** C **R:** S As *Watch* except range is 3m/lvl

20) Lord Sight (P) **D:** C **R:** 30m/lvl As *Far View*, except caster's "View" is able to pass through solid objects. The View may travel at 10m/rnd

25) Watch True (P) **D:** 1 min/lvl **R:** S As *Watch 3m/lvl*, except caster need not concentrate.

30) Sight True (P) **D:** 1 min/lvl **R:** 30m/lvl As *Lord Sight* except caster need not concentrate while the View is motionless.

50) Mind's Eye (P) **D:** 10 min/lvl **R:** 10 km/lvl As *Sight True* except for extended range. The "View" may travel at 10 km/rnd

60) Far Sight (P) **D:** 10 min/lvl **R:** 100,000 km/lvl As *Sight True* except for extended range. The "View" travels at 1,000,000 km/rnd

90) Sight Master (P) **D:** 10 min/lvl **R:** 1 LY/lvl As *Sight True* except for extended range. The "View" travels at 10 LY/rnd

MIND'S TRUTH

Note: If using these Psions, the GM may wish to decide that all of the standard Mind's Truth Psions in Section ??? are designed to judge truth in the humaniod mind. Due to the vastly different configuration of alien (Xenohuman) minds, more powerful Psions have been added here which enable the Truthsaying Telepath to accurately interpret such thoughts. If using these Psions, all Psions on the original list should be designated as designed for use on the humanoid (of the caster's race!) mind, and have a 25% error rate if used on a different type of mind (25% chance the caster makes a wrong interpretation). Xeno Psions are identical in all other ways to their normal counterparts.

3) Xeno Emotion Touch

6) Xeno Thought Scan

7) Xeno Truth I

7) Thought Search (IM) **D:** C **R:** 30m Allows caster to use a key word/phrase/picture to key on a specific surface thought group. One of the *Scan* Psions must be used to actually read the thought.

9) Xeno Thought Analysis

10) Xeno Truth III

13) Memory Search (IM) **D:** C **R:** 30m As *Thought Search* except caster is able to locate a specific memory.

13) Xeno Truth V

15) Xeno Mind Scan

16) Xeno Truthtrance I

18) Xeno Truthtrance III

30) Xeno Mind Probe

35) Xeno Truth True

60) Deep Mind Probe (IM) **D:** C **R:** 30m As *Thought Scan* except caster is able to probe into the target's true memories of an event (as opposed to what distortions the target's psyche has overlaid; caster receives clear images of the actual event).

60) Xeno Truthsaying

INTERFACE

35) Assimilate Data (U) **D:** Varies **R:** T

Caster can copy all data and programs from a computer (once any security has been overcome and Interface established). Data is transferred into Telepath's brain at a rate of 1 memory unit/rnd Total storage capacity (besides normal resident memories) of the human brain is about 5000 units.

40) Input Memory (U) **D:** Varies **R:** T Allows caster to transfer all of his memories into a computer database. Space required varies with age and experience (usually 300-500 units).

60) Emulate (U) **D:** C **R:** S Caster is able to emulate a computer of Mk. # equal to twice his level, interfacing with support systems up to 1m/ level away, and using any programs he has *assimilated*.

MIND DETECTION

35) Mind Tracking True (I) **D:** until dispelled **R:** 1 km/lvl As *Mind Tracking*; duration is until dispelled. *Note: caster may only have this Psion activated for one target at a time.*

45) Far Mind Tracking True (I) **D:** until dispelled **R:** 1 LY/lvl As *Mind Tracking True* except for extended range.

60) Past Mind Location (I) **D:** — **R:** 30m/ lvl As *Mind Location* except caster is able to seek back in the past for the mind pattern, lock on, and utilize a *Past Sight* Psion to that temporal location.

MIND IN THE PAST

15) Psychometry (P) **D:** V **R:** T Caster holds an object or stands in a place of significance and is able to gain a number of *Flashes Behind* of important situations, events or people who have been associated physically with the object or place. Psion also provides as many *Flashes* as important events/people which actually occurred. Time range is theoretically unlimited. *Note: This Psion is heavily GM discretion. A 50th lvl Telepath standing holding a fork which has never had a user of significance will get no images.*

30) Psychometry True (P) **D:** Varies **R:** T As *Psychometry*, except caster receives all information as in *Delving*, and instead of *Flashes*, he gets *Past Sights*.

55) Frozen Time (F) **D:** 1 rnd/lvl **R:** S Caster is removed from time. From the caster's viewpoint, everything else seems to be frozen in place. Anything touched will also be drawn out of time for the duration of the Psion. *Note: care must be taken that caster's effect on events while in Frozen Time are limited. The brief duration should be strictly adhered to.*

60) Past Sight II (I) **D:** C **R:** T As *Past Sight True* (i.e., caster is able to travel

mentally backwards in time as far as desired, located by *Past Compass* — travelling to the desired time destination at up to 1000 yrs/rnd). Caster's consciousness is tied to the same relative place, and is able to receive visual and aural input. Caster's body is in a trance for the duration of the Psion.) except caster may bring another back with him. Their body is also in a trance and they see and hear just as the caster does. (e.g., "I am the spirit of Christmas Past...)

90) Time Travel I (F) **D:** 1 min/lvl **R:** S Caster is able to physically travel back in time up to 100 years/lvl. The shift is instantaneous and caster returns to his own time at the end of the duration unless the Psion is recast. Any relative movement by the caster is also reflected, though cosmic shifts (planetary movement, etc.) are corrected for. *Note: This is an extremely dangerous and powerful Psion, to be used with care. It is strongly recommended that extensive research with Past Sight and Past Location be done first. In any case the GM must be prepared to deal with possible ramifications of such travel if it allowed. Can someone change the past? — or is what they do in the past already a part of What Has Gone Before?*

100) Time Travel II (F) **D:** 1 min/lvl **R:** T As *Time Travel I*, except caster is able to take another person with him. If the other person is not touching caster at the end of the Psion, caster returns without him.

120) Time Travel True (F) **D:** P **R:** S As *Time Travel I* except caster has unlimited time range, remains in the past until he wills a return, and (optionally) can travel into the future. *Note: Travel to the future must be done blindly, and the GM must carefully monitor such activity. Hopefully, the incidence of 120th level player-characters will be quite rare...*

STAT POTENTIALS CHART

Roll on D100	Under 25	25-39	40-59	60-74	75-84	85-89	90-94	95-97	98-99	100
01-10	25	-	-	-	-	-	-	-	-	-
11-20	30	-	-	-	-	-	-	-	-	-
21-30	35	39	-	-	-	-	-	-	-	-
31-35	38	42	59	-	-	-	-	-	-	-
36-40	40	45	62	-	-	-	-	-	-	-
41-45	42	47	64	-	-	-	-	-	-	-
46-49	44	49	66	-	-	-	-	-	-	-
50-51	46	51	68	-	-	-	-	-	-	-
52-53	48	53	70	-	-	-	-	-	-	-
54-55	50	55	71	-	-	-	-	-	-	-
56-57	52	57	72	74	84	-	-	-	-	-
58-59	54	59	73	75	85	-	-	-	-	-
60-61	56	61	74	76	86	-	-	-	-	-
62-63	58	63	75	77	87	-	-	-	-	-
64-65	60	65	76	78	88	-	-	-	-	-
66-67	62	67	77	79	88	89	-	-	-	-
68-69	64	69	78	80	89	89	-	-	-	-
70-71	66	71	79	81	89	90	-	-	-	-
72-73	68	73	80	82	90	90	-	-	-	-
74-75	70	75	81	83	90	91	-	-	-	-
76-77	72	77	82	84	91	91	-	-	-	-
78-79	74	79	83	85	91	92	-	-	-	-
80-81	76	81	84	86	92	92	-	-	-	-
82-83	78	83	85	87	92	93	-	-	-	-
84-85	80	85	86	88	93	93	94	-	-	-
86-87	82	86	87	89	93	94	94	-	-	-
88-89	84	87	88	90	94	94	95	-	-	-
90	86	88	89	91	94	95	95	97	-	-
91	88	89	90	92	95	95	96	97	-	-
92	90	90	91	93	95	96	96	97	-	-
93	91	91	92	94	96	96	97	98	-	-
94	92	92	93	95	96	97	97	98	99	-
95	93	93	94	96	97	97	98	98	99	-
96	94	94	95	97	97	98	98	99	99	-
97	95	95	96	97	98	98	99	99	99	-
98	96	96	97	98	98	99	99	99	100	-
99	97	97	98	98	99	99	100	100	100	-
100	98	98	99	99	99	100	100	100	100	101

Number given is the stat potential. A "-" indicates that the potential is the same as the initial stat.

5.5 EXPERIENCE POINT VS. LEVEL TABLE

To begin with, all folk have experience from by-gone days. Thus, the "first level" adventurer begins his wanderings and antics having a base of 10,000 experience points. The following chart Illustrates the progression from this stage on.

Level	Points Required
1	10,000
2	20,000
3	30,000
4	40,000
5	50,000
6	70,000 *
7	90,000
8	110,000
9	130,000
10	150,000
11	180,000 *
12	210,000
13	240,000
14	270,000
15	300,000
16	340,000 *
17	380,000
18	420,000
19	460,000
20	500,000
21	550,000 *

All of the levels after one attains 20th level cost an additional 50,000 experience points.

* All of the asterisked points denote an increase in the required points necessary for progression.

STAT BONUSES CHART

1-100 Stat.	Bonus on D100	Devel. Points	Power Points
102+	+35	11	4
101	+30	10	3
100	+25	10	3
98-99	+20	9	2
95-97	+15	9	2
90-94	+10	8	1
85-89	+5	8	1
75-84	+5	7	1
60-74	0	6	0
40-59	0	5	0
25-39	0	4	0
15-24	-5	3	0
10-14	-5	2	0
5-9	-10	2	0
3-4	-15	1	0
2	-20	1	0
1	-25	1	0

CARROLL

SKILL RANK BONUS CHART

Skill Rank	Normal Bonus
0	-25
1	+5
2	+10
3	+15
4	+20
5	+25
6	+30
7	+35
8	+40
9	+45
10	+50
11	+52
12	+54
13	+56
14	+58
15	+60
16	+62
17	+64
18	+66
19	+68
20	+70
21	+71
22	+72
23	+73
24	+74
25	+75
26	+76
27	+77
28	+78
29	+79
30	+80

Plus 1/2 for each skill rank over Skill rank 30.

STAT GAIN CHART

DIFFERENCE BETWEEN TEMPORARY AND POTENTIAL STAT

Roll on D100	1	2	3	4-5	6-7	8-9	10-11	12-14	15+
01-04	*	*	*	*	*	*	*	*	*
05-10	0	0	0	0	0	0	+1	+1	+1
11-15	0	0	0	0	0	+1	+1	+2	+2
16-20	0	0	0	0	+1	+1	+2	+3	+3
21-25	0	0	0	+1	+1	+2	+2	+4	+4
26-30	0	0	+1	+1	+2	+2	+3	+5	+5
31-35	0	+1	+1	+1	+2	+2	+3	+5	+6
36-40	0	+1	+1	+1	+2	+3	+4	+6	+7
41-45	0	+1	+1	+2	+3	+3	+4	+6	+8
46-50	0	+1	+1	+2	+3	+3	+5	+7	+9
51-55	+1	+1	+2	+2	+3	+4	+5	+7	+10
56-60	+1	+1	+2	+2	+4	+4	+6	+8	+11
61-65	+1	+1	+2	+3	+4	+4	+6	+8	+11
66-70	+1	+2	+2	+3	+4	+5	+7	+9	+12
71-75	+1	+2	+2	+3	+5	+5	+7	+9	+12
76-80	+1	+2	+3	+3	+5	+6	+8	+10	+13
81-85	+1	+2	+3	+4	+5	+6	+8	+10	+13
86-90	+1	+2	+3	+4	+6	+7	+9	+11	+14
91-95	+1	+2	+3	+4	+6	+7	+9	+11	+14
96-99	+1	+2	+3	+4	+6	+8	+10	+12	+15
100	+1	+2	+3	+4	+6	+8	+10	+12	+15

Locate the column corresponding to the difference between the temporary (real) stat and its potential and roll D100 to determine the amount the temporary stat increases by. Roll separately for each stat.

* A roll of 01-04 indicates that the stress of adventuring has caused a temporary regression of faculties. The stat (temporary value only) is **Reduced by double the amount rolled** (2-8). Note that this reduction is always possible, even if the stat has already reached its potential and thus all 10 stats must be checked for possible loss or gain. Stats reduced in this manner can be restored by stat gain rolls as subsequent experience levels are reached.

Note that this table can also be used to determine recovery from injury or disease. The GM merely assigns a reduction in the appropriate stat (Agility for a sprained ankle, Constitution for a disease, etc.) and allows the character to make periodic recovery rolls provided he observed whatever conditions were necessary for recovery (e.g.: bedrest). In this case, the column would be determined substituting the temporary value of the stat before reduction for the potential, and rolls might continue until the previous temporary was achieved (but not beyond).

EXTENDED STAT BONUSES

STAT	Option 1		Option 2	
	BONUS	PP	BONUS	PP
100	+25	3	+25	3
101	+30	3.5	+30	3
102	+35	4	+35	4
103	+40	4.5	+40	4
104	+45	5	+45	5
105	+49	5.4	+50	5
106	+53	5.7	+55	6
107	+57	6	+60	6
108	+61	6.25	+65	7
109	+65	6.5	+70	7
110	+68	6.75	+75	8
111	+71	7	+80	8
112	+74	7.25	+85	9
113	+77	7.5	+90	10
114	+80	7.75	+95	10
115	+82	8	+100	11
116	+84	8.2	+105	11
117	+86	8.4	+110	11
118	+88	8.6	+115	12
119	+90	8.8	+120	12
120+	+1/lvl	.2/lvl	+5/lvl	.5/lvl

CHARACTER DEVELOPMENT CHART

	Armsman	Pilot	Explorer	Systems Tech	Electrical Tech	Arms Tech	Researcher	Physician	Engineer	Criminologist	Medic	Planetologist	Administrator	Entertainer	Theologist	True Telepath	Semi-Telepath
Maneuvering in Armor																	
Light Body Armor (AT5-8) (Ag/St)	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*	1/*
Armored Body Suit (AT9-16) (Ag/St)	1/*	1/*	1/*	2/*	2/*	2/*	3/*	3/*	2/*	2/*	2/*	2/*	3/*	2/*	3/*	2/*	2/*
Arm. Exoskeleton (AT17-20) (Ag/St)	2/*	2/*	2/*	3/*	3/*	3/*	3	3	3	3	3	3	3/*	3/*	3/*	3/*	3/*
Powered Armor (Ag/St)	2/*	4	4/*	4/*	4/*	4/*	11	11	4	11	11	11	11	7	11	11	11
Weapon Skills																	
Category #1 ** (Varies ¥)	1/5	2/5	2/5	2/7	2/7	2/7	2/7	3/9	2/7	2/4	2/7	2/5	2/6	2/5	2/7†	2/5	2/5
Category #2 ** (Varies ¥)	2/4	2/7	2/5	2/7	3/9	3/9	6	6	2/7	2/5	3/9	2/7	2/7	2/5	6	3/9	3/9
Category #3 ** (Varies ¥)	2/7	3/9	3/9	4	5	5	7	7	4	2/7	5	3/9	7	3/8	6	4	4
Category #4 ** (Varies ¥)	2/7	4	3/9	4	5	5	9	7	4	2/7	8	4	9	9	7	7	4
Category #5 ** (Varies ¥)	2/7	4	3/9	4	5	5	9	7	6	5	8	4	9	9	9	8	6
Category #6 ** (Varies ¥)	5	4	5	6	7	7	9	15	8	5	15	15	20	20	20	15	8
Other Categories ** (Varies ¥)	10	12	12	12	15	15	15	15	15	12	20	15	20	20	20	20	15
Targeting ** (—)	Must be developed separately for each weapon at the Normal Weapon Skill cost for that weapon.																
General Skills																	
Climbing (Ag)	3/7	3	3/7	3/7	3/7	3/7	5	5	5	3/7	3/7	3/7	5	3/7	5	3	3
Swimming (Ag)	2/6	3	2/5	2/6	2/6	2/6	3	3	3	2/6	2/6	2/6	3	2/6	3	3	3
Riding ** (Em/Ag)	2/6	3	2/5	2/6	2/6	2/6	3	3	3	2/6	2/6	2/6	3	2/5	2/6	2	2
Disarm Traps (In/Ag)	4/8	4	2/5	2/5	4/8	4/8	7	7	4/8	2/5	5	2/5	4/8	7	7	5	4
Pick Locks (In/Re/Ag)	4/8	4	3/6	2/5	4/8	4/8	7	7	4	1/4	5	4	3/6	6	7	5	4
Stalking & Hiding (Ag/SD&SD)	2/5	3	1/4	3/6	3/6	3/6	6	6	5	1/4	5	3/6	3/6	2/5	6	3	3
Perception (In/In/Re)	2/5	2/4	1/4	2/5	2/5	2/5	3	3	3	1/3	2/5	1/4	1/4	2/5	2/5	2	2
Driving ** (Ag/Qu)	1/6	1/3	1/6	1/5	1/6	1/6	1/6	1/6	1/6	1/6	1/6	1/6	1/6	1/6	1/6	1	1/6
Atmospheric Pilot ** (Ag/Qu)	3/6	1/5	3/6	4/9	4/9	4/9	4/9	4/9	4/9	4/9	4/9	4/9	4/9	4/9	4/9	5	4
Marine Pilot ** (Ag/Qu)	3/7	1/4	2/5	2/5	3/7	3/7	3/7	3/7	3/7	3/7	3/7	2/5	3/7	3/7	3/7	3	3
Special Skills																	
Adrenal Defense (—)	20	20	20	20	20	20	20	20	20	20	20	20	20	15	20†	7	15
Adrenal Moves ** (Pr/SD)	5	5	5	6	6	6	6	6	6	5	6	5	6	5	6	5	5
Martial Arts ** (Varies ¥)	1/5	3/7	3/7	3/7	3/7	3/7	3/8	3/8	3/8	2/7	3/7	2/7	3/8	2/7	3/8†	2/7	3/7
Ambush (—)	3/8	3	2/5	5	5	5	9	9	9	2/5	5	3	9	3/9	9	3	3
Sniping (—)	1/5	3/8	2/5	5	5	5	9	9	9	2/5	5	3	9	3/9	9	3	3
Linguistics (—)	3/*	2/*	3/*	3/*	3/*	3/*	1/*	1/*	1/*	2/*	2/*	1/*	1/*	1/*	1/*	2/*	2/*
Body Development (Co)	2/5	2/7	2/7	3/8	3/9	3/9	6	3	3	3/8	3/9	3/8	6	2/6	6†	5	5
Forgery (Ag/Re)	5	5	5	5	5	5	5	5	4	2/5	5	5	2/5	5	5	5	5
Counterfeiting (Ag/Re)	5	5	5	3	5	5	5	5	5	2/5	5	5	4	5	5	5	5
Survival ** (Co/Re)	1/3	1/3	1/2/2	1/4	1/4	1/4	2/4	1/4	1/4	1/4	1/4	1/3	2/4	1/4	2/4	1/4	1/4
Scanner Analysis ** (In/Re)	1/3	1/3	1/2	1/3	1/3	1/3	2/5	1/3	1/3	1/2	1/2	1/2	2/4	2/5	2/5	3	2
First Aid (Em/Me)	1/3	1/3	1/3	1/4	1/3	1/4	2/4	1/2	1/4	1/4	1/2/2	1/4	2/4	2/4	1/4†	1/4	1/4
Communications (In/Re)	2/4	1/2	2/4	4	2/4	4	8	8	5	2/5	4	2/5	2/5	8	8	7	6
Combat Skills																	
Combat Pilot (In/Ag)	2/4	1/2	2/4	4	4	4	10	10	4	8	8	8	10	8	10	10	10
AFV Driver (In/Ag)	1/3	1/2	3	1	3	3	10	10	4	4	4	4	7	10	10	10	10
Alien Environments (Ag/SD)	1/2	1/2	1/2	2	2	2	4	4	4	4	4	1/3	4	4	4	4	4
Missiles (In/Re)	2	2	2	2	2	1	10	10	4	8	8	8	10	10	10	10	10
Projectile Gunnery (In/Ag)	2	2	3	3	3	1	10	10	4	8	8	8	10	10	10	10	10
Hvy. Energy Projectors (In/Ag)	2	2	3	3	3	1	10	10	4	8	8	8	10	10	10	10	10
Mount. Wp. Ambush (In/SD)	2/5	3/7	3/8	5	5	2/5	9	9	9	3	5	3	9	9	9	10	10
Electronic Warfare (EW) (In/Re)	2/4	1/2	2/4	4	2/4	4	8	8	5	2/5	4	2/5	2/5	8	8	7	6
Astronautic Skills																	
Orbital Pilot (Ag/Qu)	3	1/2	1	3	4	3	5	5	3	5	5	5	5	5	5	5	5
N-Space Pilot (Ag/Me)	3	1/2	1	3	4	3	5	5	3	5	5	5	5	5	5	5	5
Hyperspace Pilot (In/Re)	4	1/2	1	3	4	4	5	5	4	5	5	5	6	6	5	5	5
N-Space Astro. (Re/Re/In)	4	1/2	1	4	4	5	5	5	4	5	5	5	6	7	5	5	5
Hyperspace Astro. (Re/In/In)	4	1/2	1	5	5	4	5	5	5	6	6	6	6	7	5	6	5
Sensor Analysis (In/Re)	3	1/2	1/2	4	4	4	3	3	3	4	4	1/2	4	5	5	6	5

CHARACTER DEVELOPMENT CHART

		Armsman	Pilot	Explorer	Systems Tech	Electrical Tech	Arms Tech	Researcher	Physician	Engineer	Criminologist	Medic	Planetologist	Administrator	Entertainer	Theologist	True Telepath	Semi-Telepath
Technics Skills																		
Mechanical Technics	(Ag/Me)	3	2	3	1/2/2	1/3	1/3	2	4	1/2	1/3	2	2	4	5	5	4	3
Weapon Technics	(Ag/Me)	2	2	3	1/2	1/3	1/2/2	2	4	1/2	1/2	2	2	5	5	5	3	3
Electronics Technics	(Re/Me)	3	1	3	1/2	1/2/2	1/2	2	4	1/2	1/3	2	2	4	5	5	3	3
Computer Technics	(Re/Me)	3	2	3	1/2	1/2/2	1/3	2	4	1/2	2/4	2	2	4	5	5	3	3
Power System Technics	(Ag/Me)	4	2	3	1/2	1/3	1/2	2	5	1/2	2/4	4	2	5	6	6	4	4
Crime Technics	(Ag/In)	4	4	3	2	2	2	2	6	1/2	1/2/2	4	4	2/4	2/5	6	4	4
Medical Technics	(Em/Me)	4	4	3	2	2	2	2	1/2/2	4	2	1/2/2	2	5	5	5	4	4
Cybernetic Technics	(Ag/Me)	3	3	2	1/2	1/2	1/2	2	1/2	1/2	2	1/2	3	5	6	6	4	4
Genetic Technics	(In/Me)	5	5	5	5	5	5	2	1/2/2	1/2	5	2/4	5	6	6	5	10	10
Scientific Skills																		
General Physics	(Me/Re)	1	1	1/2	1/*	1/*	1/2	1/*	1/2	1/*	1	1/2	1/2	1	2	1	1	1
Advanced Math	(Me/Re)	1	1	1/2	1/*	1/*	1/2	1/*	1/2	1/*	1	1/2	1/2	1/*	2	2	1	1
Chemistry	(In/Re)	2	2	2	2	2	2	1/2	1/2	1/2	2	1	1/2	2	3	3	2	2
Planetology	(In/Re)	2	2/4	1/4	2	2	2	1/2	2	1/2	2	2	1/2/2	2/4	3	2	2	2
Astronomy	(In/Re)	2	2/*	1	2	2	2	1/2	2	2	2	2	1/2	1/2	2	1/2	2	2
Metallurgy	(In/Re)	3	3	2	3	3	3	1/2	3	2	3	3	1/2	3	4	4	3	3
Tachyon Physics	(In/Re)	3	3	3	3	3	3	1/2	3	2	3	3	2	3	4	3	4	4
Medical Practice	(Ag/Em)	8	8	8	8	8	8	6	1/2	8	8	6	7	8	8	7†	8	8
Genetics	(In/Re)	5	5	5	4	4	4	1/2	1/2	3	4	2	5	4	5	1/4	10	8
Cybernetics	(In/Re)	6	5	5	3	2	4	1/2	1/2	1/2	3	2	4	6	7	7	10	8
General Biochemistry	(Em/Re)	2	2	1	2	2	2	1/2	1/2	2	2	1	2	2	2	1/2	2	2
Psychology [Xeno] **	(In/Em)	3	3	2	3	3	3	1/2	2	2	2	2	1	1/3	3/*	1/2	3	2
Medical Diag. [Xeno] **	(In/Em)	8	8	8	8	8	8	5	1/2	8	8	5	4	8	8	7†	10	8
Botany [Xeno] **	(Em/Re)	2	2	1	2	2	2	1/2	1/2	2	2	1	1	2	2	1/2	2	2
Zoology [Xeno] **	(Em/Re)	2	2	1	2	2	2	1/2	1/2	2	2	1	1	2	2	1/2	2	2
History [Xeno] **	(Re/Me)	3	3	2	3	3	3	1/2	2	2	2	2	1	1/2	2	1/2	3	2
Anthropology [Xeno] **	(In/Em)	3	3	2	3	3	3	1/2	2	2	2	2	1	1/3	1/2	1/3	3	2
Engineering Skills																		
Mechanical Engineering	(In/Re)	5	5	5	1	5	5	1	5	1/2	5	6	6	6	7	7	6	5
Weapon Design	(In/Re)	4	5	5	3	5	2	1	5	1/2	5	6	6	6	7	7	6	5
Electronics	(In/Re)	5	5	5	5	2	5	1	5	1/2	4	6	6	5	6	6	6	5
Computers	(In/Re)	6	6	6	6	2	6	1	6	1/2	5	6	6	5	6	6	7	6
Power System Theory	(In/Re)	7	6	7	4	6	3	1	7	1/2	6	7	7	7	8	8	10	7
Psion Lists																		
Base Psion Field	(Varies ¥)	25	25	25	25	25	25	25	25	25	25	25	25	25	25	25	1/*	2/*
Second Psion Field	(Varies ¥)	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	2/*	5/*
Third Psion Field	(Varies ¥)	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	3/*	—
Fourth Psion Field	(Varies ¥)	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	4/*	—

Notes:

Stunned Maneuvers use SD for an additional stat modifier.

** — Each of these skill areas include several skills that must be developed independently of one another.

† — If the weapon or training is sanctioned, cost is 1/5 (medical costs are 3/5).

¥ — The stats for these skills are:

Ag/St .... for Projectile Firearms,
Ag .... for Energy Firearms,
Ag/St/St .... for Melee Weapons,
Ag/St .... for Thrown Weapons,
Ag/Ag/St .... for Bow Weapons,
Ag/St/St ..... for Striking Martial Arts,

Ag/Ag/St .... for Sweeps & Throws Martial Arts,
SD .... for True Telepaths,
In .... for Semi Telepaths (Base Field of Visions)
Em .... for Semi Telepaths (Base Field of Alterations)
Pr .... for Semi Telepaths (Base Field of Control)
SD .... for Semi Telepaths (Base Field of Self-Mastery)

121

SECONDARY SKILL DEVELOPMENT COST CHART

Skill	Mods	Arms-man	Pilot	Ex-plorer	System Tech	Elect. Tech	Arms Tech	Re-searcher	Phy-sician	Engi-neer	Crimi-nologist	Medic	Planet-ologist	Admini-strator	Enter-tainer	Theol-ologist	True Telepath
Acrobatics	Ag/Qu	1/3	1/4	1/3	2/5	2/5	2/5	3/6	1/5	2/7	1/5	2/5	2/5	3/6	1/3	3/6	2/7
Acting	Pr/Em	2/5	1/5	1/4	2/5	3/6	3/5	3	1/5	2/7	1/4	2/5	2/6	1/5	1/3	1/5	2/7
Advertising	In/Re	7	5	3	4	4	5	2/5	3/6	2/7	1/4	3/6	3/6	1/3	2/5	3/6	2/7
Administration	In/Em	5	4	3	4	4	4	1/4	1/5	2	2/5	2/5	1/5	1/3	4	2/4	5
Animal Healing	Em/Re	4	4	2/5	3/5	5	5	5	1/2	4	1/5	1/2	2/5	5	4	4	5
Animal Train	Em/In	2/7	2/5	1/4	4	5	5	4	2/5	2/5	1/4	2/4	2/5	5	3	3	1/6
Appraisal	In/Re	2/7	2/5	1/4	3/5	3/5	2/7	3/5	2/5	2/6	1/5	3/5	3/5	4	1/5	4	3/6
Athletic Games	Ag/Qu	1/2	1/3	1/2	2/5	2/5	2/5	3/5	1/5	2/5	1/5	1/4	2/5	3/5	2/3	3/5	2/4
Caving	SD/Re	1/4	2/5	1/2	3	3	3	2/5	4	5	1/4	2/7	2/7	5	5	5	3
Contortions	Ag/SD	1/3	1/4	1/2	1/5	1/5	1/5	5	3/7	2/6	1/4	3	3	5	1/3	5	2/5
Dance	Ag/In	1/4	1/4	1/3	2/5	2/5	2/5	2/7	2/5	2/5	1/4	2/5	1/5	1/4	1/2	1/3	2/5
Diplomacy	Pr/In	2/5	1/4	1/3	2/5	2/5	2/5	1/4	1/4	1/4	1/2	1/3	1/3	1/2	1/4	2/3	1/3
Directed Psion	Ag/SD	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	1/3
Disarming	Ag/Qu	1/2	1/4	1/5	2/5	2/5	2/4	3	2/5	3/6	1/4	1/5	2/6	5	1/3	5‡	2/5
Diving	SD/Ag	1/3	1/3	1/2	2/4	2/4	2/5	2/6	2/5	2/5	2/4	2/5	2/5	2/6	2/4	2/6	2/4
Drug Tolerance	Co/SD	1/3	1/3	1/2	2/5	2/5	2/5	5	2/5	2/6	1/3	2/5	2/6	4	1/4	5	1/2
Falsification	SD/Re	3	2/6	2/5	3	3	2/4	2/6	2/5	2/5	1/2	1/5	2/5	2/5	3	2/6	3
Foraging	In/Me	1/3	1/3	1/2	1/4	1/4	1/4	2/4	1/4	1/4	1/4	1/4	1/3	2/5	2/4	2/4	2/4
Frenzy	Em/SD	1/4	1/5	1/3	3	3	3	3	2/6	2/5	1/4	2	3	5	3	5‡	1/5
Gambling	Me/Pr	2/4	2/5	1/4	2/5	2/6	2/5	2/6	1/5	2/6	1/3	2/5	2/5	1/4	1/5	2/6	1/5
Interrogation	In/Em	2/7	2/5	1/4	3/5	3/5	2/7	2/6	2/5	2/6	1/5	3/5	3/5	3	2	2	3/6
Meditation	Pr/SD	2/5	1/5	1/4	2/5	3/6	3/5	3	1/5	2/7	1/4	2/5	2/6	3	2	1/2	2/7
Music	Ag/Em	2/6	2/6	1/5	2/6	2/6	2/6	2/6	2/5	2/6	2/6	2/5	2/6	2/6	1/3	1/5§	2/5
Navigation	Re/In	2/6	1/4	1/5	2/6	2/6	2/6	2/6	2/5	2/5	1/5	2/6	1/4	2/6	2/6	2/5§	2/6
Propaganda	In/Em	4	4	2/5	3	3	3	2/6	3	3	1/4	2/5	2/5	1/4	2/5	1/4	2/4
Public speak	Em/Pr	2/6	2/6	2/4	2/6	2/6	2/5	2/6	2/5	2/6	1/5	2/5	2/5	1/4	1/4	1/2	1/4
Quick-draw	Qu/Ag	1/2	1/4	1/5	2/5	2/5	2/4	3	2/4	3/6	1/4	1/5	2/6	4	2/4	4‡	2/5
Sailing	Em/In	2/6	2/6	1/5	2/6	3	3	3	2/7	2/6	2/5	3	3	3	3	3	3
Seduction	Em/Pr	2/6	2/5	1/6	2/6	2/5	2/5	4	2/6	2/7	2/4	2/6	2/6	1/5	1/3	2/4	2/4
Signaling	Me/SD	1/4	1/3	1/2	2/5	1/5	2/4	1/5	2/5	2/5	1/2	2/6	2/5	1/3	1/2	1/2	1/5
Singing	Pr/In	2/6	2/6	2/5	2/6	2/6	2/6	2/6	2/5	2/6	2/6	2/6	2/6	2/6	1/3	1/5§	2/5
Star-gazing	In/Me	2/6	2/6	1/5	2/5	2/6	2/6	2/6	2/5	2/5	2/5	2/6	2/6	1/5	1/5	1/4§	1/5
Subduing	Ag/Qu	1/2	1/4	1/5	2/5	2/5	2/4	5	2/6	3/6	1/3	1/5	2/6	3	3	3‡	2/5
Tracking	In/Re	2/5	2/5	1/4	3	4	4	5	2/6	3	1/3	3	3	5	5	5	2/6
Trading	Re/Em	2/7	2/5	1/4	3/5	3/5	2/7	3/5	2/5	2/6	1/5	3/5	3/5	1/4	1/5	2/5	3/6
Trickery	Pr/Qu	1/4	1/4	1/3	2/4	2/4	1/5	2/5	2/4	2/5	1/2	2/4	2/4	2/5	1/2	1/3	2/5
Tumbling	Ag/SD	1/4	1/5	1/3	3	3	3	3	2/6	2/5	1/4	2	3	3	1/3	3	1/5
Visual Arts	In/Em	3	2	2	2/5	2/5	3	2/5	3/7	3	3	3/7	3	3	2/5	3/7	2/5
Weather-watch	In/Em	2/7	2/7	1/5	3/7	3/7	3/7	2/7	3	2/5	2	3	1/4	2/6	1/4	1/6	3

Key: ‡ If one weapon (or fighting technique) is sanctioned, cost is 1/2   § If skill is sanctioned, adolescent cost is 1/*

ROLEMASTER / SPACE MASTER CHARACTER DEVELOPMENT CHART

Skills & Categories	Non-Spell Users	Pure Spell Users			Hybrid Spell Users	Semi-Spell Users	Astro-nauts	Tech-nicians	Scientists		Com-muni-cators	True Tele-path	Semi-Tele-path
		of Essence	of Chan-neling	of Men-talism					Re-search	Field			
Maneuvering in Armor §	—	—	—	—	—	—							
Weapon Skills	10*	15*	15*	15*	15*	12*	—	—	—	—	—	—	—
General Skills	20	20	20	20	20	20	—	—	—	—	—	—	—
Driving & Marine Pilot	20	12	15	12	12	12	—	—	—	—	—	—	—
Special Skills	25	18	20	20	15	20	—	—	—	—	—	—	—
Forgery & Counterfeiting	4	6	6	6	5	5	—	—	—	—	—	—	—
Survival	1/2	1/3	1/3	2	3	1/3	—	—	—	—	—	—	—
Combat Skills	20	25	25	25	25	20	—	—	—	—	—	—	—
Astronautic & Technic Skills	25	18	25	25	20	25	—	—	—	—	—	—	—
Scientific & Engineering Skills	25	20	25	25	20	25	—	—	—	—	—	—	—
Psion Lists †	20	20	20	12	15	20	—	—	—	—	—	—	—
Magical Skills	—	—	—	—	—	—	25	25	25	25	25	15	20
Spell Lists ††	—	—	—	—	—	—	25	25	25	25	25	12	15
Runes	—	—	—	—	—	—	12	10	8	8	10	6	7
Staves & Wands	—	—	—	—	—	—	15	10	9	9	15	7	8

Notes:

A "—" indicates that the DP cost is already given in the appropriate system (*RM* or *SM*).

If a skill category is given a DP cost, that cost applies to all skills/professions in that category that do not have a normal DP cost (e.g., a *RM* non-spell user has no "normal" DP cost for N-Space Astrogation). This chart gives DP costs for certain specific skills that do not have the skill category DP cost. Secondary skills not in both systems should follow this pattern.

§ — DP costs are the same as for equivalent armors in the two systems: Soft Leather = Light Body Armor; Rigid Leather = Pliable Armored Bodysuits; Chain = Mesh Armored Bodysuits; Plate = Armored Exoskeletons.

* — *SM* has seven more weapon categories than *RM*; each *RM* profession should assign the cost given to two of the additional *SM* categories, his highest DP cost to two of the additional *SM* categories, and costs of 20 to the other three additional *SM* categories.

† — One Field only; may only learn lists to 5th level.

†† — Normally a *SM* character must choose one Realm of power; may only learn "Open" lists to 5th level. However, if the Realm of Mentalism is chosen, the cost is 4/* for True Telepaths ("B" portions for open lists, "A", "C" portions for closed lists) and 6/* for Semi-Telepaths (open lists only: "A", "C" portions).

31.0

REFERENCE

On the following few pages are a number of reference aids, designed to make it easier to conquer this mass of data which is *Space Master*.

31.1

ABBREVIATIONS

Abbreviations are listed alphabetically within subcategories:

GAME SYSTEMS:

RM	*Rolemaster*
SM	*Space Master*

PROFESSIONS/CHARACTER CLASSES:

Adm	Administrator
Arm	Armsman
ArT	Arms Tech
Cri	Criminologist
EIT	Electrical Tech
Eng	Engineer
Ent	Entertainer
Exp	Explorer
Med	Medic
Pil	Pilot
Phy	Physician
Pla	Planetologist
Res	Researcher
SyT	Systems Tech
Tel	True Telepath
Thl	Theologist
***/T	Semi-Telepath of Class "****"

GAME AND TECHNOLOGICAL TERMS:

AT	Armor Type (a range of 1-30; see "CAT")
AT(DB)	Armor Type with Defensive Bonus given
CAT	Construction Armor Type (AT 21-30)
cumet	cubic meter
D10	A die randomizer for a range of 1-10
D100	A die randomizer for a range of 1-100
DB	Defensive Bonus
El	Elmonits (Cost in Electric Monits)
FTL	Faster Than Light
GCH	The Galactic Court of Humanity
GEM	Ground Effect Movement; Hovercraft or Turbofan Type
Grav	Gravitic movement or control
GM	Gamesmaster (game referee)
K	1000 (a quantity of one thousand
km	kilometers
LS	Light Second (300,000km)

Lvl	Level (experience, attack, or Psion level)
LY	Light Year (the distance light travels in one year)
m	meters
M	Monits (hard currency denomination)
MA	Martial Arts
M/A	Matter/Antimatter
MERLOGH	MERcantile League of Greater Houses
Mk.#	Mark number (measures an item's size, strength or power)
MM	Moving Maneuver
Mod	Modifier or Modification
NPC	Non-Player Character
OB	Offensive Bonus
PC	Player Character
PP	Power Points (for Psions)
Rd	Round (10 seconds of game time)
RR	Resistance Roll
SFRP	Science Fiction Role Playing
SM	Static Maneuver
SP	Special Maneuver
Stat	Statistic or characteristic
TBD	Tachyon Beam Dictor
VM	Vehicular Maneuver

PRIMARY SKILLS:

AdrDf	Adrenal Defense
AdrSp	Adrenal Moves (speed)
AdrSt	Adrenal Moves (strength)
AE:UW	Alien Environments/Underwater
AE:ZG	Alien Environments/Zero Gravity
AFV	AFV Crewmember
Ambsh	Ambush
Anthr	Anthropology
ASrv	Arctic Survival
Astrn	Astonomy
AtmPt	Atmospheric Pilot
CbtPt	Combat Pilot
CompE	Computer Engineering
Comm	Communications
CompT	Computer Technics
CrimT	Crime Technics
Cyber	Cybernetics
CybT	Cybernetic Technics
DSrv	Desert Survival
ElecT	Electronics Technics
EW	Electronic Warfare
FAid	First Aid
Genet	Genetics
HAstr	H-Space Astrogation
HEP	Heavy Energy Projectors
Hist	History
HPt	H-Space Pilot
JSrv	Jungle Survival
Locks	Pick Locks

MA1St	Martial Arts Strike (Rank 1)
MA2Sw	Martial Arts Sweeps/Throws (Rank 2)
Math	Advanced Math
MdDia	Medical Diagnosis
MdPrc	Medical Practice
MdScn	Medscanner
MechE	Mechanical Engineering
MechT	Mechanical Technics
MedT	Medical Technics
MlScn	Multiscanner
MsArt	Missiles
MWAmb	Mounted Weapons Ambush
NAstr	N-Space Astrogation
NPt	N-Space Pilot
OrbPt	Orbital Pilot
Percp	Perception
Phys	General Physics
Pltgy	Planetology
PowT	Power Systems Technics
PrjG	Projectile Gunnery
Psych	Psychology
RpScn	Repair Scanner
Sensr	Sensor Analysis
Snip	Sniping
Targ	Targeting
Traps	Disarm Traps
WpnD	Weapons Design
WpnT	Weapons Technics
Zoo	Zoology

SECONDARY SKILLS:

Acrob	Acrobatics
Act	Acting
Adv	Advertising
Admin	Administration
AnH	Animal Healing
AnT	Animal Training
App	Appraisal
AthG	Athletic Games
Cav	Caving
Contort	Contortions
Dan	Dance
Diplo	Diplomacy
DirP	Directed Psion
DsArm	Disarming
Div	Diving
DrTol	Drug Tolerance
Fals	Falsification
Forag	Foraging
Frnzy	Frenzy
Gmblg	Gambling
Intrg	Interrogation
Medit	Meditation
Mus	Music
Nav	Navigation
Propg	Propaganda
PbSpk	Public Speaking
QDraw	Quick-draw
Seduc	Seduction
Signl	Signalling
Sing	Singing
StrG	Star-Gazing
Subd	Subduing
Track	Tracking
Trade	Trading
Trick	Trickery
Tumb	Tumbling
VArt	Visual Art
WthrW	Weatherwatch

31.2 ▮▮▮▮▮▮▮▮▮▮▮▮▮▮▮
GLOSSARY

AFV: (Armored Fighting Vehicle) A machine whose mode of travel is primarily overland, and is designed for combat or combat-support functions. Always armored; usually armed with mounted weapons.

Alterant Replicant: A pre-fetal mutation of an existing self- replicating cell. By manipulating the genetic material of the cell, desirable traits can be brought to the fore in the fully grown being. Alterant Replicants are often constructed with a specific purpose in mind.

Android: A robot designed to resemble a human or similar race to all appearances. They usually take the form of human males or females (although any life form could be reproduced), and so closely resemble them that a multiscanner or medscanner check is required . The most advanced Androids are equipped with self-programming Mole-cutronic brains capable of independent thought, and have very sophisticated internal systems to mimic human functions.

AR: (Acceleration Rating): the rate of change of speed a given ship is capable of.

Automatic: Refers to any weapon which is capable of rapid- fire bursts of ammunition.

CAT: Construction Armor Type. This refers to the ten *Space Master* Armor Types created for vehicles and ships which have armor far superior to anything conceptualized in *Rolemaster*. Construction Armor Types are numbered 21-30, not necessarily implying a direct progression, but to indicate a superiority to the RM Armor Types 1-20.

Clone: A genetic duplicate of a specific human. Though genetically the same, the Clone may not be identical at maturity, since memories will differ, unless memories are restored — and even then the Clone's behavior will diverge.

CPU: (Central Processing Unit): the main processor of a computer. In *Space Master* the Mk. number of a computer is equal to its processing unit capacity. Since most programs require more than one Processing Unit each, probably substantially fewer programs than units can be run simultaneously.

Cultural Drift: This is a phenomenon which occurs when two or more groups of the same base society are separated from each other for extended periods of time. Over the generations, customs and outlooks change to the point that new and distinct cultures are born.

Cumet: Cubic meter.

Cyborg: (Cybernetic Organism) A sentient being with mechanical/electronic parts (such as limbs or organs). A Cyborg may or may not even resemble a Hominoid in appearance; the key defining factor between Cyborg and Android is whether or not the actual brain is living human flesh.

DB: Defensive Bonus: the total of a number of modifiers which affect how difficult it is to "hit" an opponent.

Decamonit: Monetary Unit equivalent to ten Monits.

Decimonit: Monetary Unit equivalent to one-tenth of a Monit.

Elmonit: (Electronic Monit) The standard unit of currency throughout the Imperium.

Empire: In the *Space Master* universe, Terran humanity has colonized many new worlds. After several attempts at creating a centralized government for humanity, a few ambitious leaders pooled their resources and built a great conquering fleet of starships. The result was the formation of a dictatorial Empire. The Empire consists of the Imperium (a large central territory) and a multitude of provinces, parcelled out in a feudal fashion to the Emperor's favorites.

Energy weapon: any distance weapon which projects an energy beam/burst as opposed to a physical projectile or missile weapon.

ER: Energy Rating — a term to designate the power requirement (or output) of a given facility.

Eugenics: Eugenics is the science of breeding programs which are meant to bring about improved physical or mental characteristics in future generations. This is accomplished by suppressing inferior traits and bringing forth superior, or desirable ones. Eugenic products are called Transhumans when the final generation has been successfully reached.

EW: Electronic warfare; Also known as Stealth or Cloaking systems. By arranging high-intensity electrical fields, certain constructs (ground vehicles, installations, starships, etc.) can be made to appear displaced or cloaked when viewed on detection displays. Electronic warfare is therefore an important consideration in *Space Master* combat and stealth operations. EW can be made to defeat opponent's EW measures, jam incoming homing-type missiles, and even block certain types of communication transmissions.

Fire: any distance weapon attack, this term corresponds to the "missile" concept in *Rolemaster*, but is broadened to encompass projectile and energy weaponry.

FTL: Faster Than Light. When a device or transmission can be made to displace itself at a velocity greater than the propagation rate of electro-magnetism in hard vacuum, it is said to be FTL. Most matter or energy which can be made to go FTL enters an alternate cosmos know as the tachyon universe.

GCV: (Ground Conveyance Vehicle) A machine which requires a solid surface on or above which to operate, whether it be wheeled, tracked, gravitic, etc.

Genetic Drift: When an unrepresentative portion of a given race or species becomes separated from the rest of its society for great spans of time, genetic drift is likely to occur. After many generations, the genetic make-up of the splinter group will begin to diverge enough from the common stock to allow the designation of a new sub-species.

Gravitics: The technology of annulling, countering or creating artificial gravity. Gravitics has a variety of uses, from internal Starship stability maintenance to high-speed planetary flight.

Gravity Well: A term used to describe a specific radius about a large celestial body where it is dangerous to engage in a Hyper-shunt. The standard radius given is 500 x the diameter of the body itself.

Hectamonit: Monetary Unit equivalent to 100 (one hundred) Monits

Homeworld: A geosphere which is capable of supporting Terran life-forms. There are precious few of these naturally occurring celestial bodies, so they are in great demand as territorial capitols. Candidate home-worlds with unsuitable atmospheres can often be transformed into viable geospheres through the introduction of specially developed micro-organisms which can transform undesirable gases into desirable ones.

Hominid: A category of prehistoric animals which humanity evolved from.

Hominoid: A catch-all term used to designate; humans, xeno- humans, neo-humans, Transhumans, humanoids, Alterant Replicants and Clones of the above, as well as alien beings whose biochemistry is carbon based and whose form is similar to the classic hominid configuration.

Hominoid: Term used to describe any being or machine resembling the classic Hominid form. Humans and close mutations, Replicants of humans, Clones, and Androids all fall within the bounds of Hominoid. So also do any other sentient peoples possessing two arms, two legs and a head in the same basic arrangement as humans.

Hoofies: The little cloven things at the end of the legs of sheeps.

Humanoid: A sub-species of Homo sapiens. Humanoids in Space Master are often derived from Terran stock, having been transplanted to different planets in humanity's infancy. They attained their sub-species status through the workings of genetic drift.

Hypershunt: A term describing the actual transfer of a vehicle into Hyperspace. All travel in Hyperspace is measured via FTL displacement rather than "velocity". It is referred to as a 'shunt' because of the high-acceleration boost necessary for FTL travel.

Imperium: In the Space Master universe, the Imperium is the centrally located territory within the Terran Empire; encompassing the Emperor's homeworld (Terra) and a plethora of prosperous industrial and agricultural worlds.

Kilomonit: Monetary Unit equivalent to 1000 (one thousand) Monits

LS: Light Second. A measure of distance; one Light Second equals the distance traveled by light in one second of time. 300,000 km.

LY: Light Year. A measure of distance; one Light Year equals the distance traveled by light in one Standard Year.

M/A: Matter/Antimatter — relating to a power source derived from the mutual annihilation of certain particles of matter and antimatter.

Mark (Mk.): A numeric designation to indicate the power of a given weapon or system. There is not necessarily any interrelationship between systems unless specifically indicated.

Melee: Hand-to-hand combat (as opposed to "fire" combat) where opponents are physically engaged — be it a fistfight, a duel with rapiers, or a wrestling match. All of these are considered melee.

Memory Size: A quantification of a computer's program storage capacity rated with respect to Mk.#.

Missile weapon: In Space Master this indicates a weapon which manually fires an airborne projectile, such as an arrow from a bow or a quarrel from a crossbow. This does not include projectiles fired by explosions or other high-velocity propulsion means. Thrown weapons are also included in this area.

Molecutronic: The ultimate electronics technology, molecutronics stores data in a method similar to that of the human brain, but much more efficiently. The pinnacle of true molecular electronics is the Molecutronic Brain, a self-contained entity most often employed in androids. It is capable of learning and independent thought.

N-Space: Normal Space — as opposed to the interdimensional realm of Hyperspace.

Neo-human: A designation used to describe those beings who embody the next evolutionary threshold of man-kind. Neo-humans are superior (mentally and physically) to normal humans.

OB: Offensive Bonus: the total of a number of modifiers which affect an attacker's chances of hitting an opponent with a weapon.

Projectile weapon: As opposed to a missile weapon, this indicates a device which mechanically fires a high-velocity projectile.

Province: In the Space Master universe, a province is a territory of space which may encompass any number of systems. Although within the boundaries of the Terran Empire, a province is not directly administered by the Emperor, but rather by Imperially designated governors. These governors often start dynasties to perpetuate their legacy, giving rise to the formation of a noble class within the society. These dynasties have evolved into Royal Families.

Psion: Referring to Telepathic/Psionic power; the act of using such power. This corresponds the the Rolemaster term "Spell" which refers to the use of a magical ability.

Replicant: See Alterant Replicant.

Reserve Storage: A computer component which stores programs which are not being run in the CPU, and can not be held in the memory unit due to size limitations.

RIF: Relative Inertial Field — necessary for hyperspace travel, it suspends certain relativistic and inertial physical properties.

Robot: Any self-motive powered machine with manipulative limbs.

Sensor: From the acronym: SENSR (Selected Electromagnetic/ Neutrino-Stream Reflection). This refers to a system using selectively treated, hyperlight-accelerated neutrino (and photino) beams. They are completely harmless and almost undetectable. Range varies, but there is distortion beyond about 50 light-years.

Sentient: A being (biological or mechanical) which is intelligent and has self-awareness.

Sex: Ask your mother.

Skill: Refers to a bonus acquired by a character through practice and aptitude. Whenever a specific skill is mentioned, it refers to one found in.

SMAC Fighter: (Singly Manned Attack Conveyance) Fighters are a classification of small, highly maneuverable ships with a single pilot/gunner designed primarily to assault other space vehicles. Some are capable of in-atmosphere flight (and so attack planetary defenses) and landing. Most are short-range, possessing no hyperspace travel capability, and have only a small cockpit with limited pilot mobility potential. The emphasis is on sublight speed and maneuverability, and high-output weaponry.

Speed of Light: The rate of propagation of electro-magnetic radiation in hard vacuum. Light travels at 300,000 km per second or 30,000 km per round.

Standard Day: 25 hours.

Standard Day: The standard galactic day in Space Master is 25 hours long — the time found to be most natural for human circadian rhythms. Hours and minutes remain intact from Old Earth timekeeping.

Standard Year: 350 Standard Days.

Stealth: See EW.

Sub Light: Moving or existing in normal space-time.

Tachyon Beam Dictor: Communications system utilizing tachyon beams (more stable over a long range than neutrinos) to transmit information. Effective range is about 50 light-years without relay.

Terran: Having origins on Terra (earth).

Transhuman: Term for a eugenically improved human.

Xeno-human: A Homo sapiens who is unable to trace his history back to Terra. A human from a non-Terran society.

Xeno: Something alien (usually from the perspective of Terrans).

Xenophobia: The fear of something alien to one's society.

CONTENTS